

ISSUE NO.

200
OCTOBER

GTM

GAME TRADE MAGAZINE

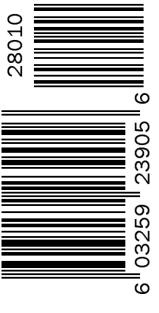
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- WE'RE LOOKING FOR A FEW GOOD SCOTSMAN FOR ISLE OF SKYE, MAYFAIR GAMES' AWARD-WINNING TILE-LAYING GAME!

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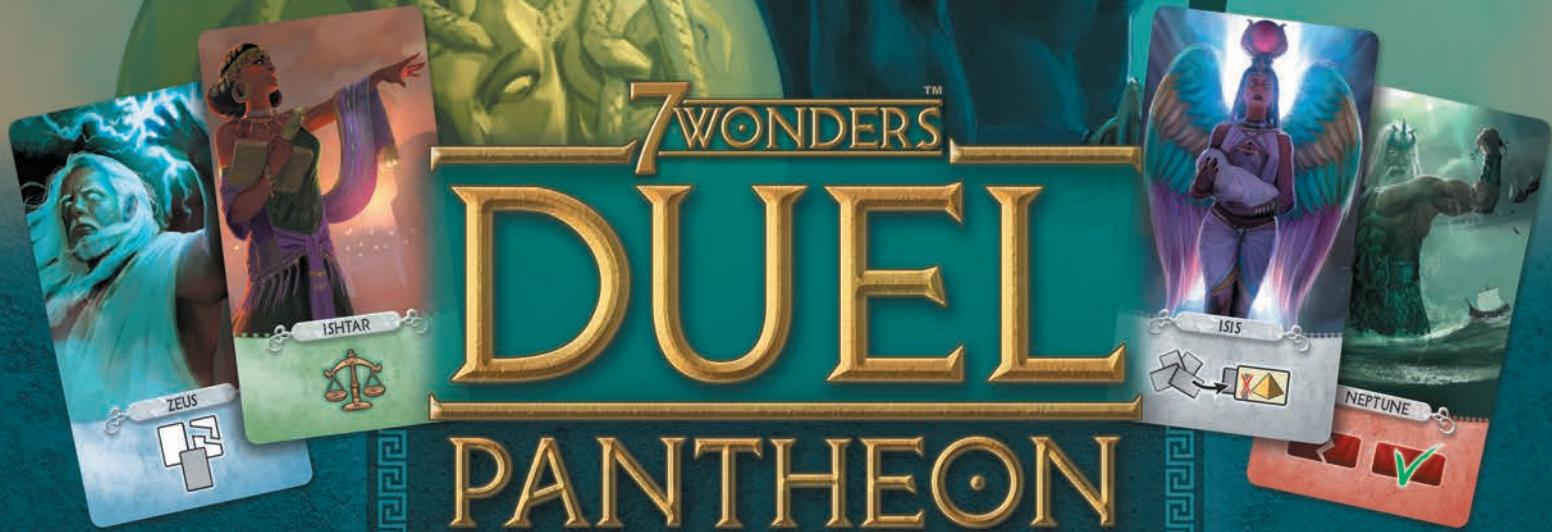
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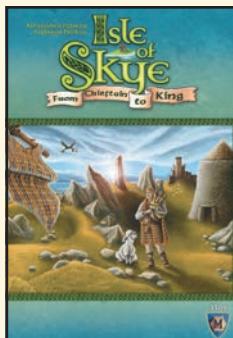
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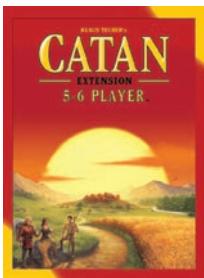


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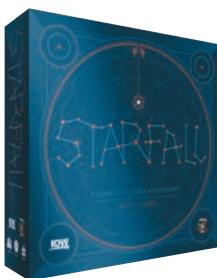
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Destiny. By design or serendipitous, we are all drawn to it. It is the invisible, inevitable, inescapable force that drives and inspires us. However, the road to destiny isn't always a smooth one to travel, paved with bumps, divots, and good intentions. But travel it we shall, whether as a willing passenger simply enjoying the ride, or white-knuckle clutching the steering wheel to dramatically alter its fated course. We like to think we have some influence on the future, to shape and mold it to our will through our actions (or inaction), but in the end destiny will have its way, like it or not.

And, from issue #1, *Game Trade Magazine* was destined for greatness! (well, we like to humbly think so) Wouldn't 200 monthly, consecutively published issues attest to that bold prediction. Certainly, we were confident then, over 16-years ago, that GTM would stand the test of time. And, of course, GTM evolved and adapted with the ever-changing times, the ebb and flow of trends throughout the years, the ambiguous, disputable forecasts, and the demands that both the gaming community and our ardent readers warranted. So, we've had a hand in encouraging the growth and stability of the game trade industry, blazed a trail for others to follow (with a little help and support from our 'friends'), and, in a sense, influenced (or nudged) our destiny's bearing.

Thus, it's quite conceivable to grab Fate by the horns, and shepherd it. That minor efforts can evoke and inspire massive change. For instance, the actions of one can alter the fate of many in a Galaxy Far, Far Away... in Fantasy Flight's *Star Wars: Destiny*, that a lone chieftain can inspire his burgeoning clan to greatness in Mayfair Games' award-winning *Isle of Skye*, and that a single man can defy impossible odds in Osprey's *Escape From Colditz!* A mere sound can have loud repercussions in Dire Wolf Digital's *Clank!*, rules are meant to be broken in Catalyst Game Labs' *Shadowrun: Anarchy*, the sky's the limit in unlocking the secrets of the cosmos in IDW Game's *Starfall*, and unleash the *Storm King's Thunder* to move mountains in WizKids' *Icons of the Realms* miniatures line!

Nothing is beyond your scope and vision if you have the desire, motivation, and resolve to reach for it. Aim high! Game On!

**"I am the master of my fate,
I am the captain of my soul."**
William Ernest Henley

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COPYWRITER Todd A. Kaylor

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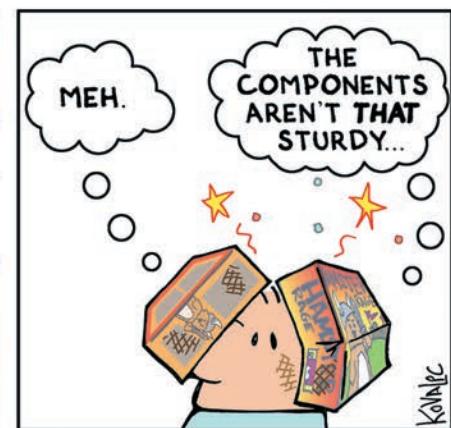
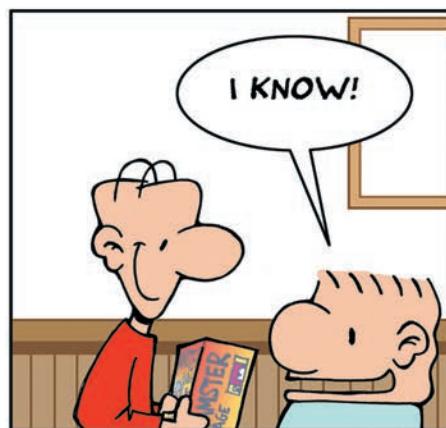
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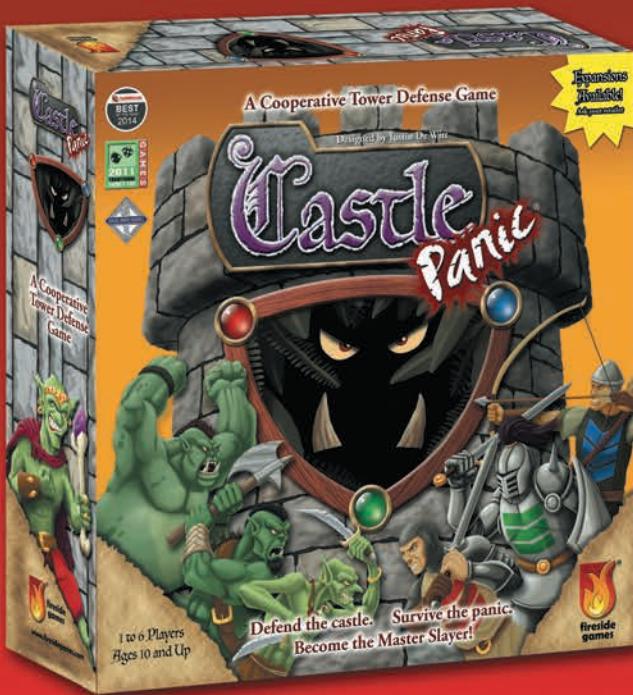
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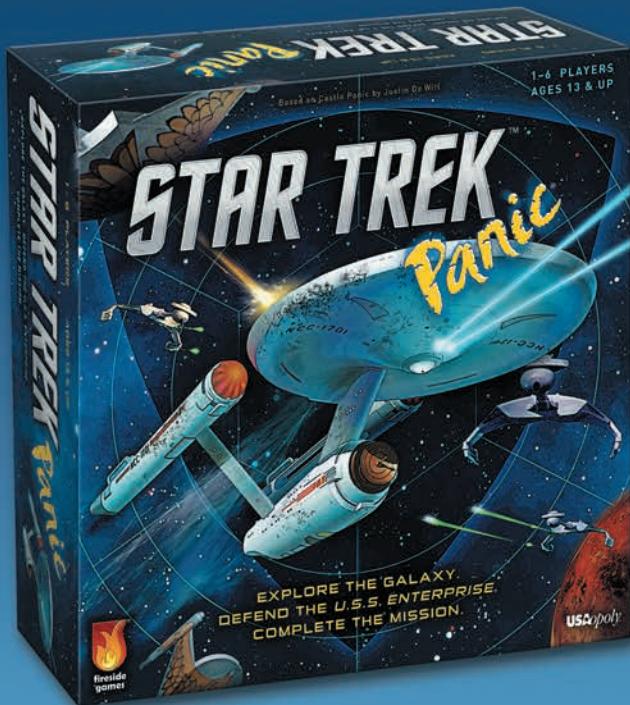
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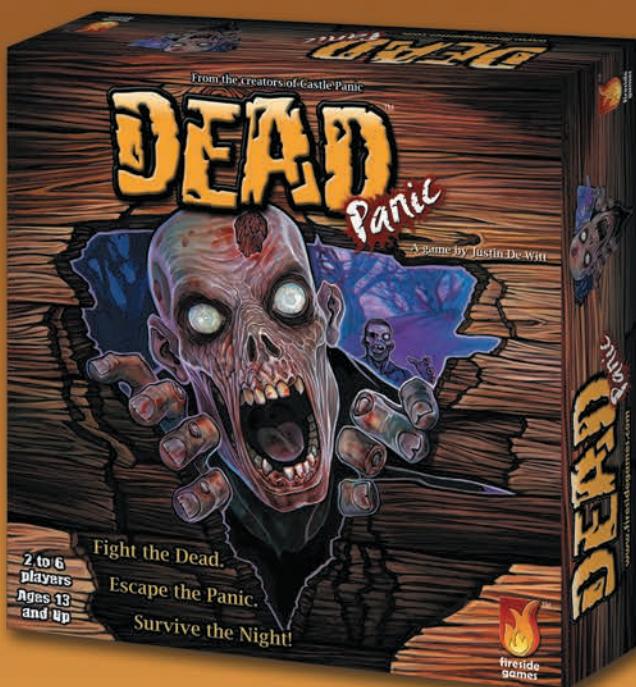
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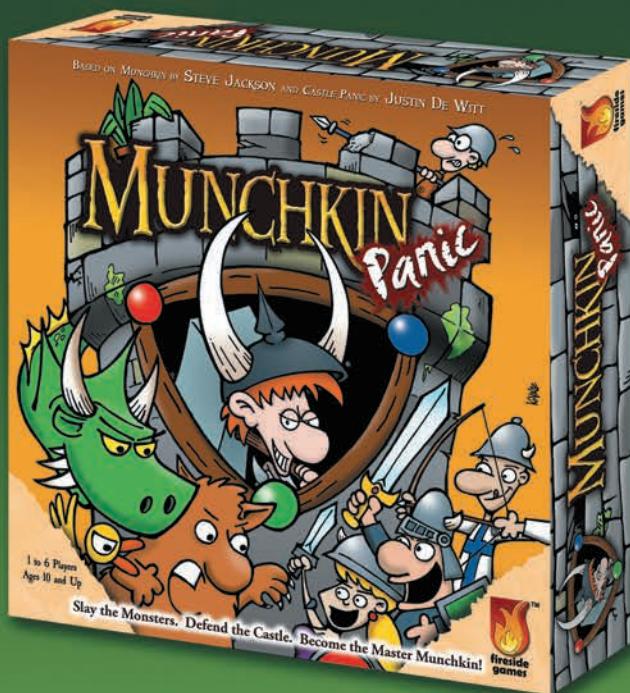
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Ah, October! The season is upon us to celebrate all things autumn. Hailing from Vermont originally, I have a special place in my heart for the month of October; temperatures finally begin to cool heralding the last chance to get a maple creamee, pumpkin carving contests abound as foliage season winds down, and just around the corner is that most awesome of holidays – Halloween!

This October is special for another reason as well; you hold in your hands the 200th issue of *Game Trade Magazine*.

Indeed! It's been sixteen years in the making and we here in the GTM Bullpen are tickled pink (or should that be orange?) to share this fantastic milestone with you, our readers.

I would also like to say how very exciting it is to be a part of this achievement. By the time you see these words it will almost be time to celebrate my *first* year as editor here at *Game Trade Magazine*. It is a genuine privilege and honor to be a part of this special anniversary.

I hope that you have all enjoyed some of the changes and additions we've made to *Game Trade Magazine* in the past year. For my part, it's tough to not be proud of all that has been accomplished! Not only has GTM grown in size and popularity, we've also celebrated our largest issue yet (96-pages!), presented our first article from a 12-year old contributor, and added more insightful game reviews and exclusive features such as 'Tricks of the Game Trade'. And this is only the beginning!



But this isn't meant to be a self-congratulatory puff-piece! Sixteen years of hard work have gone into this moment and we'd like to thank all of the incredible people GTM has associated with:

Our sincerest gratitude goes out to all of the manufacturers we've worked with over the years. On behalf of the magazine's staff, it's been an incredible honor and we're looking forward to many more exciting (and crazy!) collaborations in the years to come!

We'd also like to thank all of the retailers out there on the front lines of this dynamic industry. The friendly local game store (FLGS), perhaps once an oddity in the local marketplace, has become a vital staple to growing neighborhoods worldwide. Thank you all for providing everyone (including yours truly!) with a place to buy and play all of the cool games we cherish so much.

We would like to express our gratitude to our readers. Whether you've been with us since the beginning or are just joining us now, your support and interest means the world to us. As you read through these pages we encourage you to reflect on all of the games you've enjoyed these last sixteen years; we're confident you will see something you like in every issue of GTM!

Last, and certainly not least, I would like to thank all of the GTM staff, past and present, for their contributions to *Game Trade Magazine* over the years. Since the very first issue, the GTM Bullpen has worked tirelessly to produce this magazine each and every month, and I am honored to be a part of their ongoing endeavor to inform and inspire gamers worldwide.

It is my privilege to dedicate this issue to all of you. Let's do this again with issue #300!

•••

Jerome is one of those lucky individuals who genuinely loves what he does for a living, even if he's mostly making it up as he goes. When not stopping the presses, herding cats or playing games, he likes to take it easy with a cup of good coffee, preferably with honey.

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GTM SEPTEMBER 2016

AND THE ANSWER IS...

By: Phyllis Opolko, Editor

**Welcome to "The One-Stop Source For All Things Gaming,"
Game Trade Magazine™**

Since this is the first issue of Game Trade Magazine, we felt it was necessary to explain the goal of our publication. In the future this column, titled "And The Answer Is...", will be devoted to answering questions from our readers, or giving our best opinion of what the answer should be. The questions can be game related, or about anything that is on your mind. We want the column to be light-hearted and entertaining.

Please send your questions/comments to:

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How many times have you gone into your favorite store to purchase a gaming product, only to be told that it's out of stock? As a consumer, you may not realize the importance you play in the availability of a product in the marketplace. Ultimately, you determine the demand for a product. All too often, the supply does not meet the demand, usually because you are not fully informed about the product and its availability. Hype or no hype can have a devastating effect on our industry. The manufacturers rely on feedback from their distributors and retailers to determine how many copies to produce and, more often than not, it's a guessing game.

For the first time there is a magazine that will help everybody in all facets of the industry. Game Trade Magazine will include Alliance Games Distribution's "Pre-Order Guide." This is a listing and description of new releases up to three months in advance of their shelf date. Game Trade Magazine will also include news scoops from around the gaming world, previews of upcoming releases giving an advance showing of the games you are interested in before you buy them, and strategy tips so you can learn the "hidden" tactics used by the game's leading players. Also, guest speakers, expressing their views of the gaming industry, plus much, much more.

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"Thou art unseen, but yet I hear thy shrill delight."
Percy Bysshe Shelley

What does one traditionally gift for a 200th Anniversary? A commemorative plaque? A platinum-plated Swatch? A pair of shoes in exchange for the one's you've been walking in all the livelong day? Another tortoise? Twinkies?

Okay, technically, we're talking 16-plus years (give or take... does that include Leap Years?) of consecutive publication of a monthly periodical, but work with me here. Still, could the 200th issue be deemed GTM's bicentennial?

But, I digress...

I'm a wordsmith by (game) trade. A ghostwriter. A literary prestidigitator, of sorts. In the guise of the 'Great and Powerful Oz', I'm merely pulling the strings behind a vast curtain of words, insights, tropes, and meanderings. All smoke and mirrors. Yet, like every writer whose thoughts bleed 'pon parchment, I'm hopeful that those silent words speak glorious volumes. Which begs the question: if a word is written, will someone read it? My answer would be a resounding 'Yes!', particularly if said words find themselves within the pages of GTM (kudos and smoochy kisses to 'you', our ardent and loyal readers).

I've been the designated copywriter/proofreader/scribe/embellisher/flavor texer/product solicitor/provocateur for GTM (formerly Game Trade Magazine, formerly Alliance's 'Your Turn' newsletter) since its inception on the eve of the 3rd Millennium (Coincidence? I think not!). This 'role' was ultimately entrusted to me when I was welcomed into Alliance Game Distributor's marketing fold and brought under the tutelage of then graphic guru, Andy Rayman (the progenitor of Game Trade Magazine). Prior to GTM's current bouncing, boisterous lead graphic designer Matt Barham's (you'll find his rant & ravings somewhere in the deep, dark recesses of this issue) induction, I was hired as Andy's 'assistant', learning, firsthand, the marketing and publishing ropes of the game trade.

Though my grasp of data entry and graphic arts (at the time)



was pedestrian, my experience, knowledge, and passion for games, roleplaying, and the hobby industry proved invaluable. I'm not a mere closet enthusiast. I'm a dyed-in-the-wool, badge-wearing, chest-thumping 'geek' who lives, breathes, eats, sleeps, bleeds, and poops fantasy, horror, sci-fi, and super-heroes. Comics, cinema,

and gaming feed my passions, and a feast voraciously! Thus, under the watchful (albeit wary) eye of industry veteran, trailblazer, and GTM editor Phyllis Opolko, who both allowed and encouraged me to explore my creative horizons, unfettered, my grammatical craft matured and flourished in tandem with the evolution of GTM.



Scott Wilson (*The Walking Dead*) can't figure out why Todd hasn't bought the farm yet, even with his best intentions.

GTM is our lovechild. And, without the constant support, nourishment, and commitment of our editorial staff, the publishers and manufacturers of the games we love to play, and, most importantly, our readers, we wouldn't be here, today, celebrating this monumental achievement. So, rest assured, from the 'Foreword' and 'Table of Contents', through the product section, articles, and reviews, I'm there with you, page after page, every step of the way (uhm, does that sound a bit creepy?).

Game On!

P.S.: And, for those plagued by gnawing curiosity as to why I'm often pictured being physically accosted by celebrities and peers, simply spend a modicum of time in my company and you might be so inclined to do so, as well. (I hope it's not my cologne, or lack thereof)

•••

Heady word-slinger and author of the infinitely pending *"If You're So Famous, Why Haven't You Choked Me Yet?"*, Todd A. Kaylor serves as writer and regular contributor for GTM. He wonders why he needs to repeat this fact, since it was blatantly addressed in this write-up. Yes, this was a test, and you failed miserably.

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Could you imagine if you got an assignment at work that was literally "Write an Essay About What Your Job Means To You?" So with that being said, let's lower the expectations here a bit. My name is Matt Barham, and I'm the Art Director for Game Trade Magazine. Get hype!

Our story starts thousands of years ago in the year 2000. I had spent the previous year after graduating from an art school so presigious it no longer exists working a job at a craft store that my Mom had gotten me. Needless to say, I had *everything* going for me.

Despite clocking them sweet minimum wage dollars and learning everything you need to know about picture frames from the craft store it seemed to me that I'd be better off actually getting a job related to my graphic design degree. Graphic Design was something I was passionate about, having essentially picked the major out of a hat. I am good at planning. But I made up for this but not being particularly confident I was any good at it.

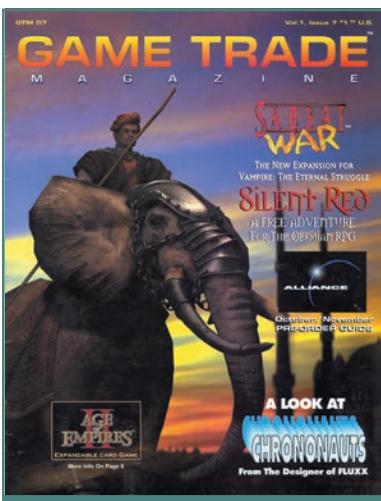


Actual footage of me reading the want ad in the paper in 2000.

job. I liked to think I beat out the other candidate because I was handsome and more talented than he was, but it was probably because the dude's name was Waldo and they wanted to be spared "Where's Waldo" jokes. So Waldo got self-owned by his own name. Sad!

I was told the plan was to have me come on board, get acclimated to the company, and then start working on the magazine. That lasted until day two when I was handed an article and told to get to work. And let me tell you, I was not good at making a magazine back then. In fact, if you read any of the issues from when I started at #7 to about issue #40 when I started to figure out how to do things I'd like to personally apologize for the magazine looking the way it did. As far as I'm concerned now, you're an OG and I'll Ride or Die with you anytime.

Over time we worked the kinks out. By issue 12 we had moved to full color, and eventually transformed ourselves from what looked like an old punk rock zine to a much more slick and polished product. What was so rewarding is that the entire staff learned how to produce a magazine together. One of the special things about this place is that we've only hired one other person since I was. Nobody ever leaves GTM, which of course is due to how handsome and talented I am, and not that we do good work in a great environment.



My first issue of GTM. Current Value: \$7,000,000 (Actual Value May Vary)

But you can only live on no health benefits for so long, and eventually I applied for a job on some magazine I had never heard of. *Gamer Trade Monthly* or something. Not feeling confident on my prospects I grabbed my portfolio, climbed into a sick 1994 Ford Thunderbird and rode out to the palatial estate where GTM was produced. Despite my best efforts, I landed the



I am one of these people.

My tenure at GTM has not been without difficult times though. Andy Rayman, the man who had hired me and had been my mentor, died suddenly of a heart attack in March of 2008. He was only 38. Then, in 2013, we lost our editor, the beloved Phyllis Opolko to cancer. In each case we rallied the troops and kept moving forward. I can't think of a better tribute to Andy and Phyllis than to keep putting out their magazine.

No wait, our magazine.

And by "our" I include you, the reader as well. I've spent my entire adult life trying to make GTM the premier magazine for the industry. I hope that if you're a long-time reader you've noticed the improvements we've made in the last year or so. We're only going to keep getting better, so stick around.

I'd also like to extend a heartfelt thanks to everyone reading this right now as well. Without getting too hokey, the whole "if not for you I wouldn't be here thing" has a lot of truth to it. You reading GTM month in and month out allows me to provide a comfortable living for my wife Amber, and daughters Gwen and Vanessa. You keep me out of working at craft stores and keep me flush with protein powder and barbells or whatever dumb thing I'm into at any given time. I owe it all to you, and to Game Trade Magazine.

Ok Bye.

•••

Matt Barham is currently hurtling towards middle age and is trying to unlock the secrets of Old Man Strength. He's also all the stuff in this article. He is directly responsible for everything you like in GTM, whereas Todd Kaylor is responsible for everything you don't.

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Mage: The Ascension Revised info

STAR WARS™ DESTINY

Star Wars: Destiny Starter Packs

SWD01-02 | \$14.95 | Available 4th Quarter 2016

"Luke, you can destroy the Emperor. He has foreseen this. It is your destiny."

—DARTH VADER, *STAR WARS: THE EMPIRE STRIKES BACK*

Who would win a lightsaber duel between Darth Vader and Qui-Gon Jinn? What about a fight that pits Rey against Jango Fett? Everyone has wondered what would happen if the greatest heroes and most infamous villains from the *Star Wars* saga met in battle. Now, every player has the chance to live out any battle imaginable with *Star Wars: Destiny*, a collectible, saga-spanning dice and card game for two players!

THE DARK SIDE AND THE LIGHT

"The belonging you seek is not behind you... it is ahead. I am no Jedi, but I know the Force. It moves through and surrounds every living thing."

—MAZ KANATA, *STAR WARS: THE FORCE AWAKENS*

Every game of *Star Wars: Destiny* begins with both players calling together a team of heroes or villains from across the *Star Wars* saga. For the first time, this collectible game



gives players the freedom to draw on characters throughout the canon, all the way from the opening crawl of *The Phantom Menace* to the dramatic reveal of Luke Skywalker at the end of *The Force Awakens*. A team may consist of villains like Count Dooku, Kylo Ren, and Captain Phasma, or heroes like Qui-Gon Jinn, Poe Dameron, and Leia Organa. The first player to defeat his opponent's entire team wins the game!

Once the game begins, a player must master both dice and cards to gain the upper hand. Each character starts the game in play with one or more corresponding dice on the character. These premium, full-color dice are a player's principal means of attacking his opponent, disrupting his plans, shielding his own characters, gaining resources to increase his forces, and triggering special abilities.

Of course, it's not just a player's dice that he needs to carefully control as he plays the game. Each player also has a thirty-card deck, filled with events, supports, and attachments that he can use to enhance his team, such as the *Millennium Falcon* or a powerful lightsaber. Many of these supports and attachments have their own corresponding dice which players can add to their dice pool as they play, increasing their battlefield prowess and helping accelerate them to victory.





THE DUEL OF THE FATES

"It is obvious that this contest cannot be decided by our knowledge of the Force, but by our skills with a lightsaber."

—COUNT DOOKU,

STAR WARS: ATTACK OF THE CLONES

Gameplay in *Star Wars: Destiny* is fast and fluid, alternating quickly between players. On his turn, each player may take a single action—playing a card from his hand, activating a character to roll its dice, spending any number of dice that share a symbol, discarding a card to reroll dice, or claiming the battlefield. Once that single action has been completed, the turn passes to the other player, allowing him to take a single action.

Ultimately, as in a firefight or a lightsaber duel, timing is everything in *Star Wars: Destiny*. Players must choose when to activate their cards and when to build up their support structure by playing more cards from their hands. A player must choose when to press the attack by spending his dice and when to set up a larger move by playing an event from his hand. Players must weigh the importance of a card that could be played against the desire to discard that card and reroll dice. A player must even determine the exact right moment to end his turn by claiming the battlefield. Though the rules of *Star Wars: Destiny* are easy to learn, players will soon see that its strategy offers massive depths.



IT IS YOUR DESTINY

"You cannot escape your destiny. You must face Darth Vader again."

—OBI-WAN KENOBI, STAR WARS: RETURN OF THE JEDI

If you've ever thought up your own "what if" battles in the *Star Wars* universe, *Star Wars: Destiny* is your chance to find out what happens next. Collect your cards and dice, assemble your team, and prepare for fast-paced, high-stakes battles for the fate of the galaxy!



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ICONS OF THE REALMS

STORM KING'S THUNDER™



D&D ICONS OF THE REALMS: STORM KING'S THUNDER

WZK 72461 \$135.92 | Available September 2016!

The sky rumbles and flashes in anticipation. Tension is palpable in the air. The *ordning*, the ancient hierarchy of giant kind, is no more. The multitude of giant races are now locked in a contest for supremacy, and the realms of the small folk are preparing. Thus, the groundwork is set for the *D&D Icons of the Realms: Storm King's Thunder* miniatures.

This September, WizKids will be launching the new set in its *D&D Icons of the Realms* miniatures line: *Storm King's Thunder*. The figures in the set are of gorgeous production, with new 75mm bases showcasing the detailed visuals these **HUGE** models deserve. Place a giant next to one of your standard-size pieces and you'll succumb to an unnerving feeling of dread for your character.

D&D Icons of the Realms: Storm King's Thunder features 45 meticulously crafted figures ready to stomp your tabletop. Most notably, the set includes highly detailed giants measuring from approximately 4-inches to over 5½ inches in height! The full roster of miniatures in *Storm King's Thunder* includes many surprises, but there are, without a doubt, some must-know personalities and debuts.

The supreme **King Hekaton**, lord of the storm giants, has gone missing during this time of chaos, leaving his youngest daughter with the task of ruling. She is assisted by **lymrith**, the royal advisor. The cloud giant, **Countess Sansuri**, has set her plans in motion, seeking to uncover secrets of the past to impress the gods. Meanwhile, **Chief Guh**, the ambitious ruler of the hill giants, has taken to "enhancing" herself in true hill giant fashion: by consuming anything and everything in her path to grow in stature!

With frost and fire giants girding themselves in warlike fashion, an oddity emerges. An atypical heroic frost giant by the name of **Harshnag** seems to have taken to the defense of the smaller races, foreseeing the damage to come from this unrest. And as with any calamity, other specialists have sprung up. The **giant slayers** have

come out of the woodwork to set themselves up as heroes during this time, and a handful of notable slayers have emerged:

- **Cazi Alphelandra**, a wild elf, who likes to talk loudly and carry a big stick. Cazi's giant bow, "Big Banta", is custom-made for hunting large monsters, including dragons and giants, and she can wield it with deadly effect.
- **Crag Ungart**, a shield dwarf whose keen, strategic mind makes him an efficient, but detached, leader.
- The team of "Hook, Line, and Sinker": **Helena "Hook" Nostrum** is the glue that binds the group together. It's her iron resolve and leadership that keep the others focused and sharp. She's no stranger to the destructive power of giants and has dedicated herself to knowing how to stay one step ahead of her prey. **Lai "Line" Antolio** is a master of contraptions. He's a high-strung perfectionist, with a mind that never stops thinking about the next trap or technique. And finally, **Solara "Sinker" Thann**. She's a paladin who has taken an oath to protect the natural order, and giants smashing the world are not part of the plan. She prefers straight-up melee combat, but is patient enough to hang back and let Lai's traps do their work.

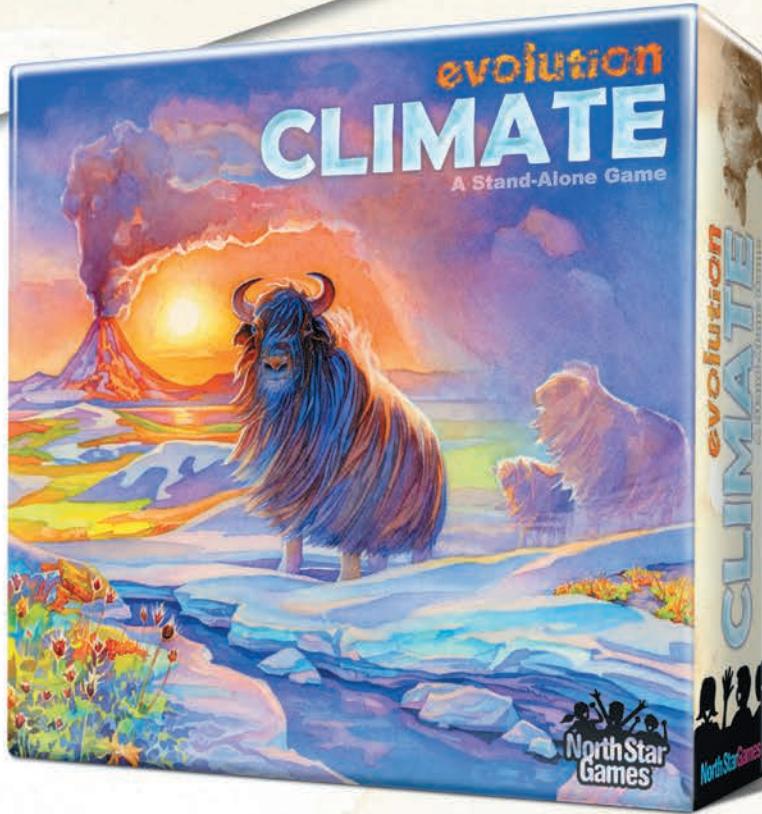
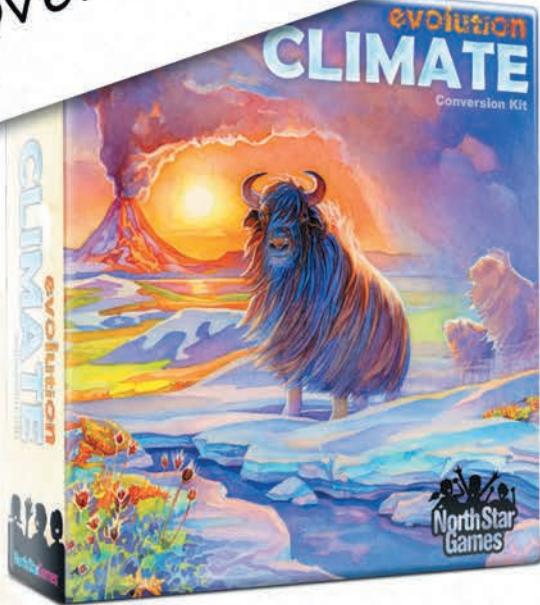
Making their debut in *D&D Icons of the Realms: Storm King's Thunder* are the **Thri-kreen**, the multi-armed, insectoid desert warriors. The fine details on these creatures make their premiere in the *Icons of the Realms* series a solid win for those who have awaited them. Also, look for the cold-blooded and sinister **yuan-ti** — from lowly yuan-ti purebloods and three different types of yuan-ti malisons, to the pinnacle of yuan-ti ascension, the unholy yuan-ti abomination. These ever-lurking, ever-plotting monstrosities will give you more reasons to fear the scaly kind!

Look for *D&D Icons of the Realms: Storm King's Thunder* this September!

•••

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If you thought Carnivores were a threat, wait until you have to deal with the climate!

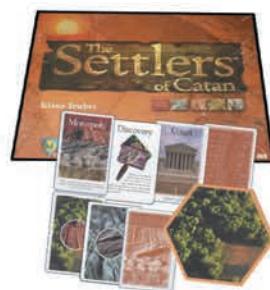
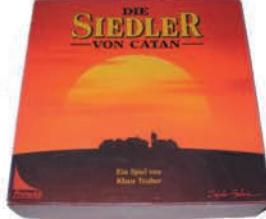


CATAN

THE ENGLISH EDITIONS

First German Catan Game

The first German *Catan* game was released in 1995 as *Die Siedler von Catan*. It was an instant success, selling out the initial print run at the Essen game fair. In its first year, it won the prestigious Spiel des Jahres™ award, and reprints could barely keep up with demand.



First Edition

Mayfair Games acquired the English language license and in 1996 published the 1st English edition of *The Settlers of Catan*. It too was a big hit, with the first print run quickly selling out.

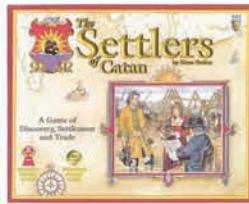
Second Edition

The second printing (1996) was also the 2nd English edition. The colors of the playing pieces changed. The backs of the cards changed. In addition, a few variant rules were included. It became clear that reprints would be frequent, so later reprints involving minor cosmetic changes were no longer classified as new editions.



Third Edition

The 3rd edition (1997) involved a complete reformat and a significant commitment of graphic resources. A new partner, Iron Crown Enterprises, produced a new graphic trade dress and commissioned new art by Stephen Graham Walsh. The size of the cards increased.



The rules were expanded and clarified, then split into a rules book and Almanac. A 4 page 4-color game overview sheet was included. The 3rd edition lasted for almost 10 years in basically the same format with some minor changes in those years. There was a transition from rubber-bands to die cut sheets and cellophane wrapped decks to tuck boxes.

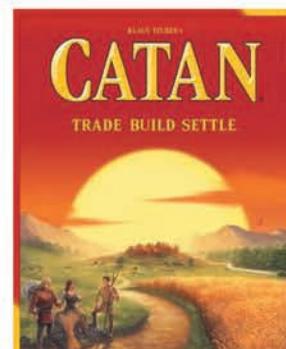
Fourth Edition

The fourth edition (2007) featured different cover art by Volkan Baga and updated interior art by Harald Lieske. A fresh trade dress was implemented and the graphics were updated. A frame was added to hold the tiles together. The rules were rewritten and reformatted in full color. The new art and graphics shifted thematically from a European colonial theme to a Viking motif.



Fifth Edition

The latest edition (5th, 2015) brings consistency to the different foreign language editions. It renames the game to just "Catan." It adds new art by Michael Menzel and introduces a new, international logo and trade dress.



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CLANK!

A DECK-BUILDING ADVENTURE

CLANK! A DECK-BUILDING ADVENTURE

RGS 00552 \$60.00 | Available October 2016!

When I was growing up in the '80s, *D&D* was one of my favorite games – there was nothing better than hanging out with friends and adventuring through dungeons, battling monsters, and bypassing ingenious traps. *Clank!* is a board game inspired by that familiar dungeon crawl where players steal treasure from the hoard of a dragon, but with a mashup of modern mechanics applied to this theme.

I love deck-builders, and deck-building and roleplaying are a natural fit, as power progression in both genres is a mechanical staple. By adding a map where you get to explore the dungeon with a character, I aimed to bring some accessibility and context to what is often (in deck-builders) an abstract points-accumulation game. The story arc and context of dungeon exploration and character progression lets casual and younger players have fun with the game alongside veteran players, regardless of level of mastery.

Character growth is represented by card acquisition as you buy cards for your deck, granting you advanced abilities, companions, and potent items. As in many deck-builders, you start with a weak deck in *Clank!*, including 'Stumble' cards that make noise. And noise – or as we call it, "*Clank!*" – is at the heart of what makes the game special.

CLANK! CUBES

You use wooden cubes to represent how much *Clank!* you make while crawling the dungeon. Some cards are powerful and aggressive, but generate more *Clank!* than other less potent cards. Using such cards means you put more wooden cubes into the bag that comes with the game. When the dragon attacks, cubes are pulled out of the bag at random to see who it hits, so the noisier you are, the more you risk getting knocked out by the dragon!



DANGER RISING

The game's mechanics create a story arc of rising tension from start to finish. The Dragon's bag is seeded with 24 black cubes, which are blanks; when these are drawn, the dragon fails to hit its target – so the players are safe. However, cubes never go back into the bag, so the ratio of player cubes in the bag gets higher and higher as the game approaches its climax.



The Dragon's Rage Track is another way that danger escalates. This represents how angry the dragon is and how many cubes are pulled from the bag when the dragon attacks. The Rage Track starts at two cubes, but increases as players pick up artifacts or dragon eggs.

Because the game gets very dangerous as it nears the end, there is often an inflection point when everyone at the table realizes that time is running out and they need to get out fast! Adding further risk is the fact that if you're knocked out while in the depths of the dragon's lair, you're eliminated from the game! Also, any player who grabs an artifact and flees the entire dungeon successfully gains a major 20 point bonus. There's a lot of fun tension around knowing just how far to press your luck – one false move often means the difference between victory and fiery defeat.



FUN FOR ALL

Clank! was designed to have rich, deep gameplay that will be satisfying for veteran board gamers, but also be enjoyed by families and game groups looking for some laughs on a wild, dungeon-crawling romp. Often, deck-builders can feel like multiplayer solo experiences. In Clank! you have to keep a close eye on other players and where they are in the dungeon. Plus, there is the just plain fun social aspect of pulling wooden cubes from the dragon's bag that gets people on the edge of their seats, hoping their cubes don't get pulled and cheering for the dragon to punish the noisiest players at the table. And if you're knocked out, you don't have to wait long for a new game to start - the end-game countdown starts then, and danger escalates quickly, while you get to help the dragon serve just desserts to everyone still in the dungeon.

REPLAYABILITY

With a double-sided board representing two different dragon lairs, and dozens of randomized secret tokens distributed across the dungeon at the start of each game, no two runs through the dungeon are exactly alike. The dungeon deck itself provides a lot of replayability, with 100 cards that are shuffled to create different strategies and opportunities for each run. This means you can't rely on the same strategy you used last time; successful adventurers will be flexible and pursue different strategies and cards from run to run. Being a thief means living in the moment, and in the depths of the dungeons of Clank! you never know which moment will be your last.

•••

Paul Dennen is the creative director for Dire Wolf Digital, and is a long-time developer and designer of digital CCGs. He has led or helped with the design for such games as *Star Chamber*, *Legends of Norrath*, *Star Wars Galaxies CCG*, *Free Realms CCG*, and most recently the strategy card game *Eternal*, and *The Elder Scrolls: Legends*. *Clank!* is his first published board game. He likes cats.



QUOTES FROM REVIEWERS

Tom Vasel, The Dice Tower

"I like deckbuilding... but I also like the idea of exploring and going and finding stuff and then getting out before time runs out, and those two are combined here in a very good, entertaining way."

Jeremy Salinas, Man Vs Meeple

"This is the deckbuilder that culls all the deckbuilders out of my collection. It is the best one I've ever played."

GUADALCANAL



CONFlict OF HEROES: GUADALCANAL

PSI AYG5014 \$80.00 | Available Now!

In May 1942, the Japanese spread across the Pacific and cut off American supply lines to Australia by building an airfield on the island of Guadalcanal. The United States sent in the 1st Marine Division, in a hasty attempt to drive out the Japanese. The Japanese countered the American offensive with a vengeance by cutting off the American military by sea, forcing a desperate struggle for the Americans to keep a foothold on their newly acquired position against the might of the Japanese Empire.

Conflict of Heroes: Guadalcanal is the fourth release from Academy Games in the multi-award winning *Conflict of Heroes* historical wargame series. *Guadalcanal* is a tactical wargame of platoon and company level engagements. Being a combined arms squad level game, it is suited for 2 – 4 players and plays in 1 to 3 hours. In this game, players command platoons and companies of individual squads and tanks to resolve the same tactical dilemmas that commanders faced during some of the most ferocious engagements of WWII.

Being someone who isn't a wargamer in general (even though I own several and having previously worked for another wargame company), I found *Guadalcanal* to be surprisingly easy to learn and play. Wargames can be very daunting, containing thick rulebooks that are so text heavy that the average gamer (even ones that enjoy heavy strategy games) are turned off by the sheer amount of time it takes to both learn and play, let alone to actually master the game to any extent. *Guadalcanal* or any of the *Conflict of Heroes* series removes that issue for me completely.



While learning the game, I was able to follow the rulebook, step-by-step, to quickly and efficiently learn the basics. This saved me so much time. This is accomplished by what Academy Games calls 'Programmed Instruction'. The rulebook is organized in a way that facilitates an approach to learning the rules one section at a time, then playing some firefights to reinforce what has been learned before moving on. As the player moves through each section of the rules, they are learning only the rules that are necessary to play the firefights for that section. This allows the player to actually play and learn the game as quickly as possible. Programmed Instruction



was really an eye opener for me in how to efficiently put a rulebook together. What was also very helpful was how examples, designer notes, and optional rules were all color-coded for efficiency and to expedite the rules learning experience.

Playing *Guadalcanal*, I was able to become immersed in the experience, allowing myself to not only feel the moment, but also to learn some of the actual history adding to that immersive experience. This is partly due to the incredibly realistic map boards and large counters, which actually make it much easier to discern the print and also quickens the pace of the game. I, for the first time, was able to enjoy a wargame fully and feel like I "got it". To me, being immersed in the experience is what gaming is all about.

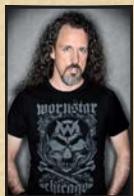
Guadalcanal provides a great opportunity for many gamers to add a more diverse option to their game library. It also gives you a game that can easily transition your strategy gamer friends into possible wargamers. Likewise, if you are an advanced wargamer, you can now own an immersive wargame that is more likely to be played by your non-wargamer friends.

Guadalcanal brings several different gaming experiences and opportunities that will help you get it to the table more often. Very few games offer such a unique look at history while providing a rich gaming experience lasting under three hours.

If you are looking for a way to get into wargaming or a completely different gaming experience, *Conflict of Heroes: Guadalcanal* certainly gives you that opportunity. It's a wargame that you can bring to a game night at your FLGS or friend's house, and be completed by the end of the evening.

•••

David Lowry is the Director of Marketing for Academy Games. He is a long time gamer and runs his own marketing agency, The Lowry Agency, based in Nashville, TN. David markets for both the music industry and the board game industry.

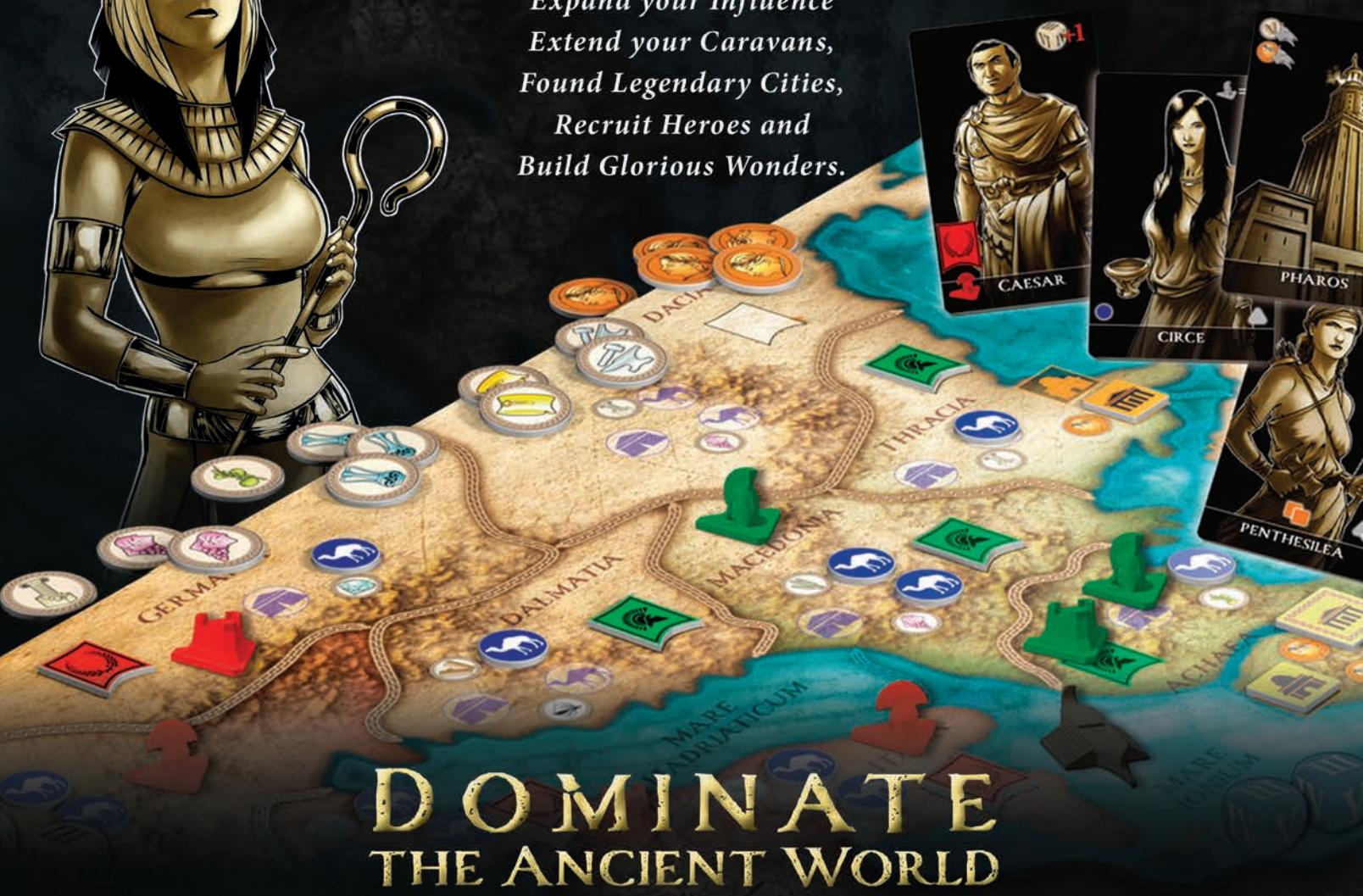




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SHADOWRUN[®] ANARCHY

RULES ARE MADE TO BE BROKEN

SHADOWRUN RPG: ANARCHY HARDCOVER

PSI CAT27010 \$39.99 | Available September 2016!

I first came to *Shadowrun* for the stories. The cover art of those first rulebooks showed stories that begged to be told, and the wonderful, complex world planted seeds of a million more stories. I started playing and writing for *Shadowrun* because I wanted to tell those stories — and hear the stories others could come up with.

Shadowrun: Anarchy is a new ruleset for *Shadowrun* designed to set those stories free. It's not a new edition — we still love the detailed ruleset of *Shadowrun, Fifth Edition* and its simulationist approach to the Sixth World — but it offers a new way to play in *Fifth Edition*'s framework. *Anarchy* puts storytelling front and center, streamlining some game mechanics while offering new rules that provide incentives for good storytelling and break down some of the traditional barriers between players and gamemasters.

In traditional RPGs, players are responsible for the actions of their characters, and gamemasters are responsible for mostly everything else. This can help players become fully immersed in the game world, feeling like they are living in a sweeping novel, but it puts definite limits on their contributions to the story. *Anarchy* removes many of those limits. As a narrative-focused game, *Anarchy* encourages players to introduce new non-player characters or other story elements, and to work together in forming the kind of memorable story that gamers talk about for years.

So how do we go about encouraging this kind of contribution from players? The easiest thing to do is to make sure the rules state that it's allowed, but that's not enough. Rules can't just allow for something to happen; if they are to work well, they need to provide reasons for these things to occur. One of the key mechanisms in *Anarchy* that encourages good storytelling is the Plot Point. Players can spend Plot Points for a wide variety of purposes — taking an action when it's not their turn, having their character move extra fast, heal some damage,

and more. Plot Points are earned through good storytelling, so players who want access to this powerful resource need to contribute interesting developments and fun twists to the ongoing story.

Some other roleplaying mechanics have been altered to encourage player contributions. Many games have some sort of perception test, where characters make a dice roll to determine how much of the environment around them they notice. Usually, if they succeed, the gamemaster gives them more details, but in *Anarchy*, success means the player has the chance to fill in some of the details themselves. Success means getting the chance to add more to the story, which is exactly the feel we want the game to have.

While some mechanics reinforce the storytelling aspect of the game, the rules can also play a significant role by simply getting out of the way. Combat in *Anarchy* has fewer dice rolls and moving parts than *Fifth Edition*, meaning the storytelling can move to the front since the mechanics can be determined and resolved relatively quickly. Magic and tech remain important parts of the Sixth World — what shadowrunner doesn't love their toys? — but the range of effects they have is narrowed, and their powers are easily noted on the single-page character sheet.

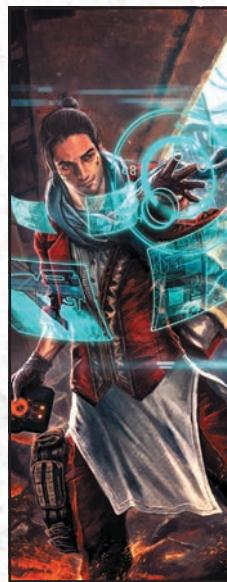
Along with moving quickly in gameplay, *Anarchy* is also simple to prepare. With a healthy amount of pre-generated characters and a variety of story outlines to follow, gamemasters and players can get into a game within a few minutes of picking up the book. The game is designed to be fast, easy to play, and approachable.

It also has the advantage of working with the wealth of *Shadowrun* material available. Need plot ideas tied to Sixth World megacorporations? *Market Panic* is there for you. Want to take your game to the wild, untamed metaplanes? Try combining *Anarchy* with *Court of Shadows*, which can be especially fun given the intrigue-based nature of the latter book.

We've long said that no matter how you like to play games, we want you to be able to play *Shadowrun*. *Anarchy* gives roleplayers who like to focus on narratives, or anyone who wants to share in telling a good story, a new way to play in one of roleplaying's most enduring settings.

•••

Jason M. Hardy is an award-winning writer and game designer who is the *Shadowrun* line developer for Catalyst Game Labs. He was the lead designer for *Shadowrun, Fifth Edition* and has published nine novels and dozens of short stories for a multitude of settings.



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ANARCHY



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ESCAPE FROM Colditz

Osprey Updates the Classic Game of Careful Planning and Nerves of Steel



ESCAPE FROM COLDITZ: 75TH ANNIVERSARY EDITION

OSP OSG935 \$65.00 | Available October 2016!

At the height of the Second World War the Nazis had a problem. What do you do with prisoners of war who have successfully escaped a multitude of prison camps, but have been recaptured before making it to a neutral country? Their solution? Colditz Castle, in turn a medieval fortress, asylum, and internment camp. It was a dark place, with a dark history, from which no-one had escaped. But Pat Reid did.

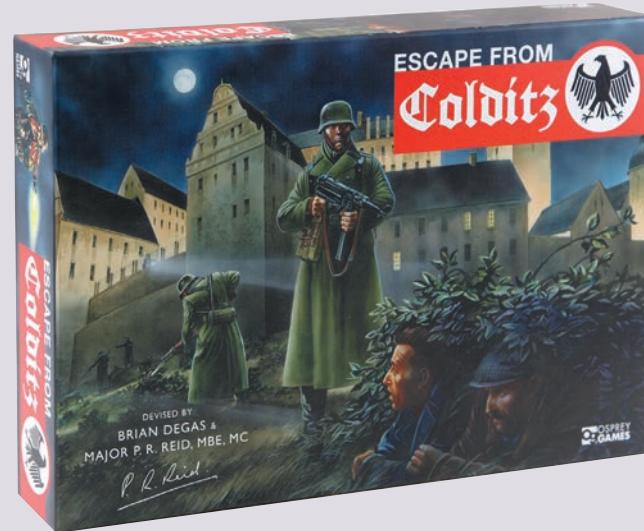
Major Reid was one of a group of infamous escapees, nicknamed the 'Laufen Six' for the prison camp from which they had initially escaped, and was among the first British and American prisoners to be sent to Colditz. There, he discovered a castle demonstrating centuries' worth of redevelopment, with old attics, forgotten cellars, and even a dentist's office; a castle whose older locks had already been comprehensively picked by the Polish garrison troops, but whose exterior had been reinforced again and again with barbed wire, security outposts, and searchlights by the Nazis. Over time, escape attempts became so numerous that each Allied nation appointed an 'escape officer' – a high-ranking prisoner who was tasked with ensuring that no one country's escape attempts accidentally sabotaged those of another.

The place Colditz commands in popular history comes almost entirely from Pat's two best-selling biographies about his time there during the war. Almost every film or TV series about Colditz Castle is based in whole or in part on *The Colditz Story*, and the two-season series produced by the BBC in 1972 is among the best-loved. It was the development of this series that led to one of Pat's most enduring friendships and collaborations – with writer Brian Degas.

All of this is quite interesting, I hear you say, but this is a games magazine. Where is my interesting talk about games and suchlike?

Well, it was Pat's meeting with Brian that led to a unique piece of board game history. Around the same time that *Dungeons & Dragons* was being developed in the US, Brian and Pat were looking at expanding the approach to tabletop gaming in utterly different but equally innovative ways. Satisfied that the BBC series *Colditz* told the story of those incarcerated at the castle, Brian and Pat wanted to create something which captured the feeling of attempting to escape: the stress, the planning, the skill, the luck, as well as the spirit of international cooperation. Thus, *Escape From Colditz* was born.

It was a unique piece of game design, and way ahead of its time. An asymmetrical, semi-cooperative strategy game, with a setting designed to simulate the feeling of an historic location, rather than the literal truth of a



battle there. One player takes on the role of the German Security Officer, while the others become Escape Officers from different Allied nations. Each Escape Officer has an individual goal – get two prisoners out – but operates in the knowledge that, without some degree of cooperation with the other players, the situation is hopeless. Escape Officers gather equipment needed to make escapes (e.g. a rope to climb out of a window), and steadily plan their routes, setting up prisoners and decoys as needed. Security Officers meanwhile, have the tense task of knowing they can't stop every infringement, and prioritizing their movement to where they can shut down the most likely escape attempts. Do they deploy guards to the outer perimeter as a line of last defense, or congregate in the inner courtyard, where they can shut down illicit behavior early?

Escape From Colditz quickly outgrew the series and books that inspired it. Pat's experience of Colditz Castle, and Brian's eye for drama (this is the same Brian Degas who co-wrote the screenplay for *Barbarella*) created a unique experience that audiences lapped up. Now, for the first time in over 30 years, this huge hit is once again available in English. For the 75th Anniversary of Pat Reid's escape, we've updated *Escape from Colditz* as only Osprey can, with a massive visual overhaul from the Osprey Games design team and renowned historical artist Peter Dennis. This game combines the Osprey Games focus on experiential game design and beautiful production, with the historical authenticity of our parent company, Osprey Publishing.

After over 40 years of play we've overhauled the rules of the game alongside Mr. Degas, ensuring that every balancing tweak is in the spirit of the original design approach. The end result is not a remake of the game, but a remaster – a celebration of everything that made the original so exciting. We've included everything anyone interested in Colditz could ask for – new and classic rules, facsimile reproductions of materials from Colditz, internal packaging modeled on prisoner-of-war aid parcels, an extensive illustrated history book, and many more secrets.

I'm delighted to be able to give people the opportunity to relive the escapes once again, and I can't wait for you to get your hands on it.

...

Duncan Molloy is an Irish game designer and writer living in Oxford, England. He runs the board and card-game half of Osprey Games, a division of Bloomsbury Publishing.





Cheapass Games Presents **LORD of the FRIES** Halloween MENU

This menu features a mix of cards from the core game and Las Cabezas Mexican Restaurant. To learn more about Lord of the Fries, visit cheapass.com.



“Trick or Treat” Rule: If the order was rolled, you may ask the player to your right for a card, but only if you can use it to complete the order. If they have any of those cards, they must give you one, and you must play it.

Deck Recipe (72 cards pulled from the core game and Las Cabezas Mexican Restaurant):
10x Coffee, Drink; 9x Cheese, Fries; 6x Cow, Pig, Bird, Milk; 5x Red Stuff, Green Stuff



1 first roll	Zone A Stiff Drinks	1 first roll
1: Cup o' Darkness	 	
2: Black Lagoon	  	
3: Rottin' Spice Latte	  	
4: Redbeard	  	
5: Mud in your Eye	  	
6: Blended Horror	   	

4 first roll	Zone C Haunted House Specials	4 first roll
1: One Foot in the Gravy	   	
2: Drummer of Tedworth	   	
3: Allfried Hitchcock	   	
4: Graveyard Shift	   	
5: Telltale Heart	   	
6: Devil's Breakfast	    	

2-3 first roll	Zone B Mostly Ghostly Entrées	2-3 first roll
1: Steak to the Heart	 	
2: Halloweenies	 	
3: Frankenbeans	  	
4: Bride of Frankenbeans	   	
5: Brad and Janet	   	
6: Children of the Night	    	

5-6 first roll	Zone D Après Mort	5-6 first roll
1: Spider's Kiss	 	
2: Mummy's Curds	 	
3: New Moon	  	
4: Blood Oath	  	
5: Deadly Nightshade	   	
6: Nevermore	   	

NO BRAINER

GIVE ME THE BRAIN

PSI CAG221 \$25.00 | Available Now!

Welcome to Friedey's, the fast food restaurant of the damned. You and your coworkers are zombies, doing your brainless best to keep the food coming and the restaurant clean, but that's much easier said than done.

Give Me the Brain and *Lord of the Fries* are two house favorites from Cheapass Games, returning this year in "superdeluxe" editions. Cheapass Games has produced several versions of these two award-winning, zombie-themed fast food games. After spending some time as publications of Steve Jackson Games, these games are back home at Cheapass, and the new editions are better than ever.

The world was first introduced to Friedey's Restaurant in 1997 with *Give Me the Brain*. The game won the Origins Award for best traditional card game of that year. In *Give Me the Brain*, the players are all zombies working at a fast food restaurant, trying to finish their daily chores with only one brain to pass around.



"It's a simple play-all-your-cards game," says inventor James Ernest. "Like a lot of Cheapass games, the story of *Give Me the Brain* was based on a joke: imagine fast food employees passing one brain back and forth, like the Stygian Witches and their eye."

Gameplay is simple. There are job cards and bid cards, and the goal is to get rid of all your cards. On your turn, you play jobs. Some tasks, like breakfast or lunch rushes, require the brain. Others, like scrambling practice, require only hands. If you play a card that requires the brain, there's a chance you'll drop it on the floor. Then everyone can play bid cards to grab the brain and take the next turn.

Nothing is easy, of course. A lot of the cards make you draw more cards. Some let you steal cards, or hand cards away, and the newer editions also contain "objects" that stay on the table in front of you. Some are good; the "extra hand" card lets you play more cards each turn. Some are bad; the "mop" card actually prevents you from winning.

The sequel, *Lord of the Fries*, followed shortly in 1998. Rather than re-hashing the mechanics of *Give Me the Brain*, *Lord of the Fries* casts the same brainless zombies in a completely new,

DEAD GIVEAWAY

Send us a picture of your best Friedey's zombie costume to cheapass.team@gmail.com, or tweet it with the hashtag #LordOfTheBrain. You could win a complete collection of Friedey's games, signed by James Ernest. For details, visit cheapass.com/iamsodead.

LORD OF THE FRIES

PSI CAG222 \$25.00 | Available Now!

rummy-style game. The goal of *Lord of the Fries* is simply to make combo meals from hands of random ingredients. Some orders are easy; the "Cowabunga," for example, requires only cow meat and a bun. Others, such as the infamous "Patriarch," are more difficult. The "Patriarch" requires fish meat, cheese, a bun, fries, a drink, and the oft-maligned strawberry pie.

Each round, players create an order, either by rolling dice or by choosing something from the menu. Going clockwise around the table, the first player who can fill the order plays those cards and creates the next order. This continues until someone's hand is empty, at which point you score points for all the cards you have played, and lose points for all the cards left in your hand.

Since its first release, *Lord of the Fries* has been through several editions and many alternate menus have been created for the original deck. In the new edition, Cheapass has turned up the awesome by creating expansion decks with all-new artwork, as well as alternate menus and variant rules.

There are four self-contained expansion decks for *Lord of the Fries*: Mexican (*Las Cabezas*), Chinese (*Long Wok*), Irish (*McPubhan's*), and Italian (*Ghicciaroni's*). Each comes with its own menu and unique ingredients, and stands alone for up to six players. Cheapass Games also plans to release four additional decks in 2017 (French, Japanese, Brazilian, and American Breakfast).



Cheapass Games also releases alternate menus from time to time, including the "Winter Holiday Menu" at cheapass.com, and the "Halloween" menu in this magazine.

Other Friedey's Games have also come and gone in the 19-year history of Friedey's Restaurant. In 1999, Cheapass issued a tiny little card game called *Change*, which featured zombie-themed money and three different change-making games. And in 2000 they made a board game called *The Great Brain Robbery*, in which the zombies leave the fast food restaurant, travel to the old west, and rob a speeding train.

What became of *The Great Brain Robbery*? Ernest explains. "It was a popular game and I would like to bring it back, but like many older games, I'd like to update the mechanics first."

If you haven't played *Give Me the Brain* or *Lord of the Fries*, it's the perfect time to start. Look for a new Halloween Friedey's menu in this issue, combining cards from the core set and *Las Cabezas*!

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GAMES

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SPOTLIGHT ON



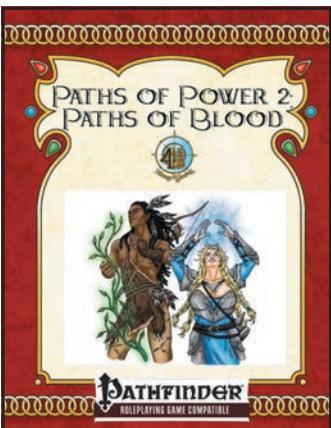
ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #202

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases.

GTM 202 \$3.99

4 WINDS FANTASY GAMING



PATHFINDER RPG: PATHS OF POWER 2 - PATHS OF BLOOD

Sometimes Destiny Chooses You! A path to power begins at birth. Destiny guides the upbringing of those it chooses. Whether dwarf or elf, human or tiefling, a character's heritage is their first defining feature. It is their racial makeup, their bloodline, their familial heritage. It often dictates where they are going, and sometimes offers them strange and unique powers few others have access to. With *Paths of Power II: Paths of Blood* you now have new Pathfinder-compatible options for your character's race, including new templates, alternate races, feats, and flaws. Scheduled to ship in November 2016.

S2P 4WF007 \$39.99

**WARPANTS 18ML**

Scheduled to ship in February 2017.

ELVEN FLESH	
TAP WP1421\$2.99
FIELD GREY	
TAP WP1481\$2.99
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FIRE LIZARD	
TAP WP1426\$2.99
FOG GREY	
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GLOSS VARNISH	
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LIGHT TONE	
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MARS RED	
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TAP WP1450\$2.99
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TAP WP1480\$2.99
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WITCH BREW	
TAP WP1465\$2.99
WIZARDS ORB	
TAP WP1466\$2.99

WARPANTS: PAINT SETS 2017

Scheduled to ship in February 2017.

MEGA TAP WP8021\$125.00
STARTER TAP WP8020\$29.99
SUPER (LIMITED EDITION) TAP WP8022\$1

ASMODEE EDITIONS**7 WONDERS: DUEL - PANTHEON EXPANSION**

Enki! Isis! Minerva! Tanit! Zeus! Add a divine element to your games of 7 Wonders: Duel with the Pantheon expansion! Pantheon enables you to recruit deities from five different ancient Mediterranean cultures to become patrons of your developing city. Each god or goddess offers a powerful blessing such as fabulous wealth, military fortitude, or the means to thwart your opponent's plans, while Grand Temple cards make the game's final Age intensely competitive by offering unprecedented points to you if you devote your city to divine concerns, and two new Wonders offer pathways towards victory by courting the favor of the gods. Scheduled to ship in November 2016.

ASM SEV09\$24.99

BARONY: SORCERY EXPANSION

Leave the world of reality behind with Sorcery, a new expansion for Barony! Now, players can cast powerful spells to aid them on their quest to take the throne. New spells can leave enemies decimated in your wake with roaring tornadoes, rip holes in space with reality-bending portals, and petrify forests to create monumental cities. But, magic is the least of your worries as another competing baron enters the fray, bringing the player count to five. Scheduled to ship in November 2016.

ASM BAR02\$24.99

**SPOTLIGHT ON****CONAN**

Forge a Legend - or Destroy One! Enter an age of blood, gold, and glory with Conan, the pulse-pounding board game of Hyborian adventures set in the world of Robert E. Howard's iconic barbarian! Featuring an asymmetrical design that thrusts one to four players into action against the Overlord and his minions, Conan leaps with both feet into the deep end of its fast-paced, scenario-based adventures. You may play as Conan, swinging your blade through skulls of your enemies, or one of his companions, calling upon powerful spells or plying your skills as a thief, or even the Overlord, using your minion hordes to wear down the heroes in order to defeat them and advance your schemes. No matter the role you assume, the game's innovative combat system, detailed miniatures, and evocative maps will transport you into a different world and a different age. In the Hyborian adventures of Conan, there is no good. There is no evil. There is only blood. And gold. And glory! Scheduled to ship in November 2016.

ASM CON01\$119.99

**CYCLADES: MONUMENTS EXPANSION**

Bring the grand temples, lighthouses, and citadels of Ancient Greece to your gaming table with the Monuments expansion for Cyclades! Monuments enables players to construct monuments that offer lasting, strategic advantages and unique abilities - from providing free armies to deploying mythological creatures into battle. Scheduled to ship in November 2016.

ASM CYC04\$19.99

**INIS**

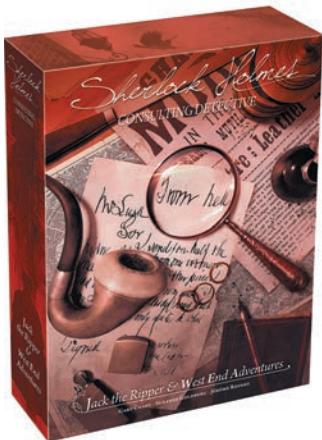
Rule over ancient Ireland in Inis! Inis invites you to experience the magnificent deeds of Irish myth as you explore the island's enchanted landscape and claim territory for your clans. The game's elegant mechanics combine card drafting and area control to produce a system rich in strategic options and interpersonal interactions, while brilliantly crafted tiles give every game a unique, gradually unfolding geography, and original art brings Ireland's ancient epics and audacious heroes to life. Scheduled to ship in November 2016.

ASM INI01\$79.99

**LEGENDARY INVENTORS**

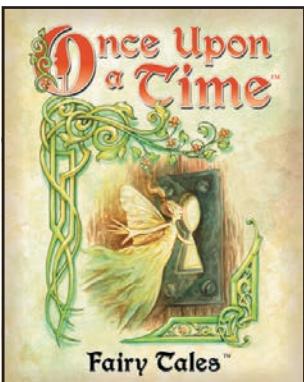
Calling all mathematicians, chemists, mechanics, and physicists! Innovative experts are needed to push the boundaries of human discovery and create useful inventions to carry us into the future. Lead a team of history's greatest minds and shape the course of history with *Legendary Inventors*! Recruit the best and brightest of history's real-world inventors, including Albert Einstein, Benjamin Franklin, Isaac Newton, Marie Curie, and Nikola Tesla, to build the most capable and inspired team, then compete to patent spectacular new creations and hone the expertise of your inventors. Collaborate with your rivals to bring new inventions to life, but remember, only one team will go down in history as the world's legendary inventors! Scheduled to ship in November 2016.

ASM INV01 \$39.99

**SHERLOCK HOLMES: CONSULTING DETECTIVE - JACK THE RIPPER AND WEST END ADVENTURES**

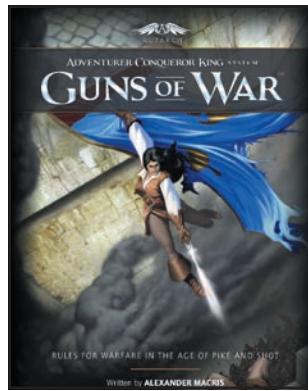
Enter the gaslit world of Sherlock Holmes in *Sherlock Holmes Consulting Detective!* Now, you'll face ten entirely new cases in *Jack and the West End Adventures!* Six of these cases are standalone adventures, while four others form a linked campaign that challenges you to stop the murders of the notorious Jack the Ripper! With a new map of London and Whitechapel district, new newspapers for every case, and ten new casebooks, it's time to put your mind to the test! Scheduled to ship in November 2016.

ASM SHEH02 \$39.99

ATLAS GAMES**ONCE UPON A TIME: FAIRY TALES**

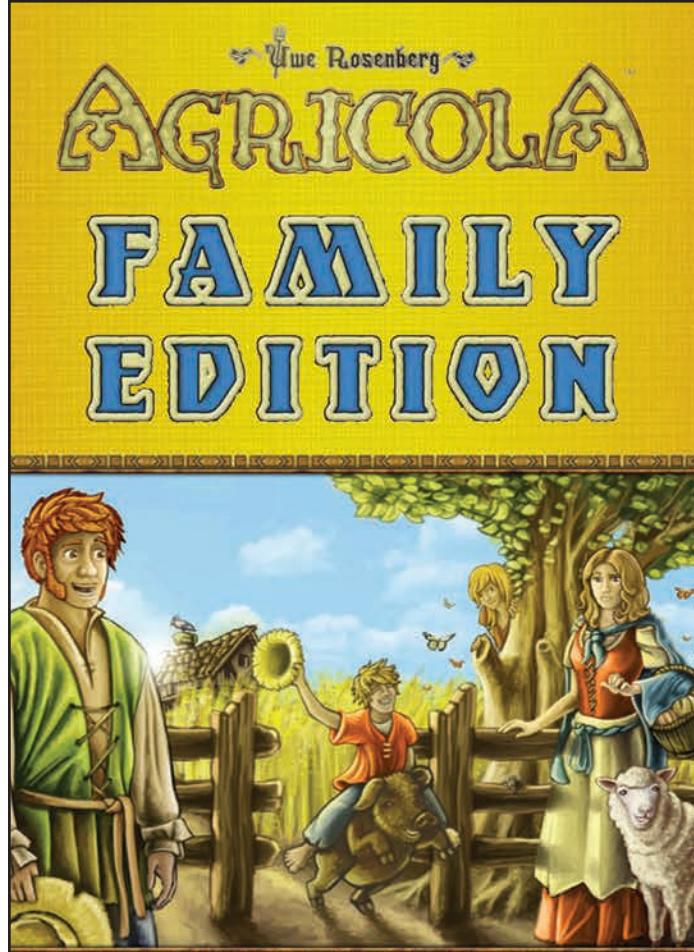
Pixies, goblins, and leprechauns live under toadstools and behind waterfalls in fairy tales, making mischief, delighting children, and spreading dewdrops across spiderwebs. Sprinkle some magic fairy dust on your storytelling fun with the *Fairy Tales* expansion for *Once Upon a Time!* Scheduled to ship in October 2016.

ATG 1036 \$12.95

AUTARCH**ADVENTURER CONQUEROR KING SYSTEM: GUNS OF WAR**

A supplement for the *Adventurer Conqueror King System*, *Guns of War* brings you all the rules you need to add the gunpowder, firearms, and artillery of the Age of Pike and Shot into your fantasy roleplaying game. This century-and-a-half period was an age of war more terrible than any that had come before, as the technology of battle changed more rapidly than it had in any time in the preceding 3,500 years of human history. It was also an age of apparent anachronism made real, as plate-clad knights battled rifle-armed soldiery, field artillery fired on pikeman, and swords hung alongside pistols on the belts of cavalry. Scheduled to ship in November 2016.

S2P AUT1011 \$25.00



Farm, sow, plow, harvest, and expand! Will you and your family prosper?



1-4



~45



8+



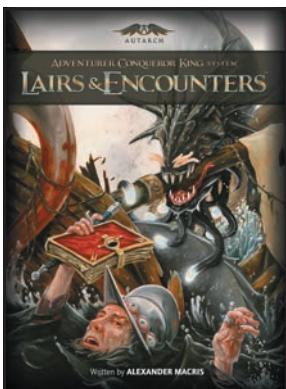
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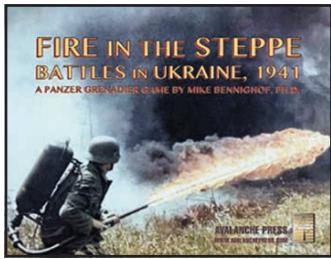


ADVENTURER CONQUEROR KING SYSTEM: LAIRS & ENCOUNTERS

Designed for use with the Adventurer Conqueror King System, *Lairs & Encounters* details more than 165 ready-to-play monstrous lairs, as well as 30 new monsters drawn from myth, legend, and imagination, including the amphisaena, blood hound, chaos hulk, death charger, desert ghoul, dire beastman, draugr, faravahar, hag, khepri, kraken, leyak, rakshasa, sphinx, and yali. Scheduled to ship in November 2016.

S2P AUT1013.....\$30.00

AVALANCHE PRESS

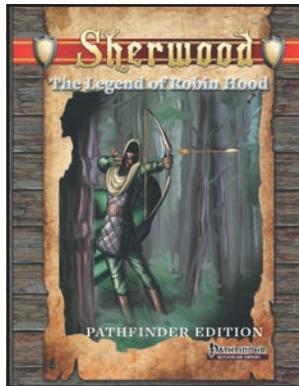


PANZER GRENADIER: FIRE IN THE STEPPE

On June 22, 1941, the German Army Group South and Romanian Army Group Antonescu invaded Ukraine as part of a massive surprise attack against the Soviet Union. The Southwest Front of the Red Army of Workers and Peasants struck back, resulting in history's second-largest tank battle (after Kursk). Featuring 60 scenarios, 660 pieces, and eight maps, *Fire in the Steppe* is a complete Panzer Grenadier game based on the early battles of Operation Barbarossa in Ukraine: the huge tank battles around Brody and Dubno, the Romanian assault on Kishinev, the bitter siege of Odessa, the disastrous encirclement of Kiev, and much more. Scheduled to ship in December 2016.

APL 0333.....\$79.99

BATTLEFIELD PRESS



PATHFINDER RPG: SHERWOOD - THE LEGEND OF ROBIN HOOD

Welcome to Sherwood Forest, a place of mystery and excitement. Band together to oppose the forces of the Sheriff and Prince John in England during the Third Crusade, or do what's best for England and King Richard by protecting his interests at home. *Sherwood - The Legend of Robin Hood* is a Pathfinder-compatible setting book that allows you to play in the Medieval England of the period of the Third Crusades. Scheduled to ship in October 2016.

S2P BPIHR07PF.....\$24.95

BLUE ORANGE USA



THE BOSS

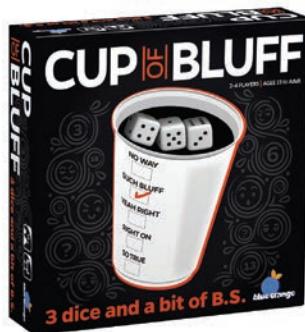
Organized crime has overrun America! Alcapo (The big boss of Chicago) rules his city with an iron fist, but is known for generously sharing a portion of his profit with his loyal supporters. Now, you are looking to take your cut of the action by sending your crew of gangsters out to assist the local bosses in the great cities of New York, Boston, Detroit, Kansas City, Cincinnati, Memphis, and Philadelphia. But, be wary! You will need to size up each job (and the competition) thoroughly before committing your crew, or they might end up injured, arrested, or even killed on the job. *The Boss* is a game of deduction, bluffing, and a lot of backstabbing!

BOG 02900.....\$20.00

CUP OF BLUFF

Get ready for a hot cup of bluff with this dice-rolling game that opens the lid on good ol' fibbing fun! Scheduled to ship in August 2016.

BOG 03800.....\$15.00



FAST FLIP HOLIDAYS (MINI)

Experience this mini-version of the festive fast-flipping sensation with five new cheery images to inspire the holiday spirit! Scheduled to ship in August 2016.

BOG 03404.....\$10.00



FAST FLIP PIZZA (MINI)

Scheduled to ship in August 2016.

BOG 03403.....\$10.00



FASTRACK MINI

Read, Aim, Score! *Fastrack Mini* takes all the fun of the original rapid-action shooting game and packs it into a smaller, portable design. Scheduled to ship in August 2016.

BOG 00482.....\$10.00



GIGAMONS

The Gigamons are adorable elemental monsters that represent the basic elemental materials of the universe. Your mission is to summon these powerful creatures by combining the tiny Elemons together into their more powerful form! Quest for Elemons in this magical memory game.

BOG 03100.....\$16.00



KABOOM!

It's a Mad Dash to Build or Crash in *Kaboom!* In this fast-flying game of construction and destruction, players take turns playing as the Master Builder, whose goal is to build as many wooden towers as possible. Meanwhile, the other players are Saboteurs, trying to knock down the builder's towers by launching ammunition with their catapult!

BOG 02700.....\$25.00



SIX MAKING

The next evolution of chess, your goal in *Six Making* is to build a tower of six or more disks with your color on top. On your turn, you will either start a new tower by adding a piece to the board, or capture an existing tower by moving another in play. The twist is that each tower moves like a different chess piece based on the number of disks in that tower. Scheduled to ship in August 2016.

BOG 04200.....\$30.00



SOLD OUT!

Shop 'til you drop (from fun) in this get-up-and-go shopping frenzy! Liven up any party with *Sold Out!*, as players try to find the right clothing to complete their shopping list.

BOG 03500.....\$13.00



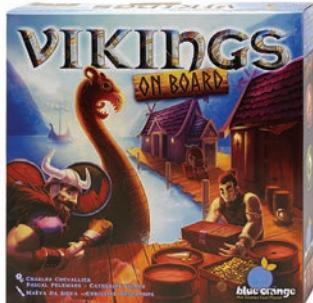
TOP THAT!

Dash to Match the Magic Hat Stack in *Top That!* Can you solve the magic of this simple stacking game?
BOG 03900 \$20.00



U-TURN

Turn and Snap Until You Trap in *U-Turn*! Get ready to build an exciting structure full of twists and turns and snappy decisions! Flex your mind to build awesome and complex shapes, taking turns snapping on U-shaped bricks to surround one of your dots on the evolving, six-sided structure.
BOG 03700 \$15.00



VIKINGS ON BOARD

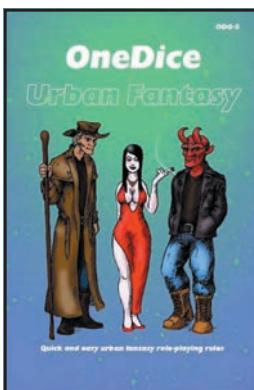
Control the Fjord! Prepare yourself for the season of exploration in *Vikings on Board*, as players set sail with their clan of Vikings aboard their ships best equipped for a successful voyage. Pay close attention, as your rivals will be eager to change the composition of your vessels, as well as the value of their merchandise. Scheduled to ship in August 2016.
BOG 04300 \$40.00



VROOM VROOM

The Snail-Paced Roller Race! Ready, Set, Roll! The Great Snail Race has begun and the snails are all eager to slide down the garden path. But, not so fast! The path to victory is speckled with trinkets and treasures no snail can resist!
BOG 04100 \$25.00

CAKEBREAD & WALTON



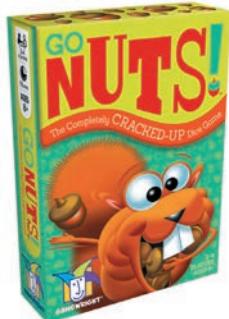
ONEDICE: URBAN FANTASY

The Unseelie Court have made a pact with the Twilight Brotherhood and there's trouble brewing at the Goblin Market! Whether you want to play a Rosicrucian occultist, a werewolf detective, or a fae-blooded rock star, *OneDice Urban Fantasy* introduces a present-day world of hidden magic, where the enchantment of the Otherworlds spills over into mundane reality in a fae-haunted city near you! Scheduled to ship in November 2016.
S2P CW005010 \$11.99



ONEDICE: WWI

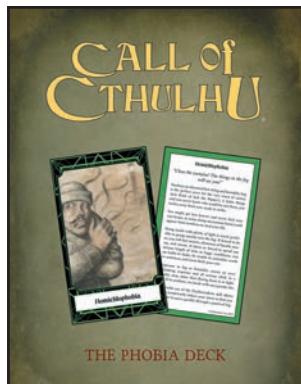
A global conflict costing millions of lives, the Great War of 1914-18 involved the mobilization and shattering of the mightiest armies ever assembled, and was fought on a previously unimaginable industrial scale. Whether you want to play as one of the front-line combatants in the mighty conflict or as a civilian, spy, medic, or journalist, *OneDice WWI* contains all the rules you need for quick and easy roleplaying during the Great War, and features additional skins for adding Occultish Horror and Endless War twists to the world. Scheduled to ship in November 2016.
S2P CW005009 \$11.99



GO NUTS!

Take your cheeky chances in *Go Nuts!*, the completely cracked-up, quick-playing dice game of nut-gathering nuttiness! Pile up points by rolling the dice and adding up acorns, while avoiding cars along the way. If you roll all squirrels, scurry to score as many nuts as you can before your opponent's dogs chase you away! Scheduled to ship in August 2016.
GWI 1203 \$11.00

CHAOSIUM



CALL OF CTHULHU: KEEPER'S DECKS (SET OF 4 CARD DECKS)

Featuring four unique decks (Curious Characters, Phobia, Unfortunate Events, and Weapons and Artifacts) for use with the *Call of Cthulhu* roleplaying game, each 48-card deck provides the Keeper and players with handy references and information for use in the game. Each card is unique and provides detailed information of an in-game artifact, character, event, or episode of madness, as well as representational artwork or period imagery. Scheduled to ship in December 2016.
CHA 23140 \$44.95

COOLMINIORTON



KALEIDOS

Words are in the Eye of the Beholder! *Kaleidos* is a party game that begs the question: How fast can you see? Each player gets a copy of the same illustration and a letter card is drawn from the deck. Then, it's a race to see how many words they can find in the illustration starting with that letter before the timer runs out. Scheduled to ship in November 2016.
COL KLD001 \$40.00



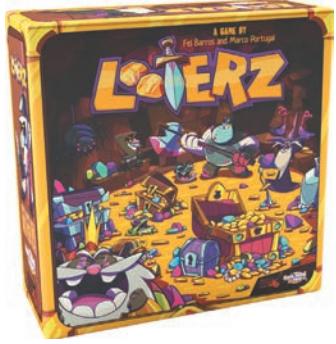
KROSMASTER ARENA 2.0

The World of Twelve is a little planet in the Krosmoz universe that is home to millions of warriors and adventurers who just want a simple life. However, life never stays simple for long as Demons from another dimension are always plucking up these warriors to fight in the arena for their amusement. In *Krosmaster Arena 2.0*, players pit their combat skills against one another to earn glory in battle. It will take careful planning and tactical execution for these warriors to come out on top. Players must tap into all of their magical powers and brute strength; it could be the difference between walking out of the arena - or being carried out! *Krosmaster Arena 2.0* is fully compatible with previous *Krosmaster* figure releases.
COL KMA001 \$70.00



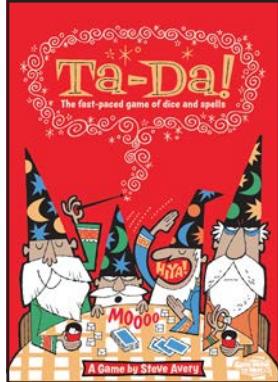
KREO

Imprisoned by your father, Uranus, and freed by your mother, Gaia, you have always dreamt of a world where hatred and war doesn't reign supreme. Now, as a Titan, it's a race against time to build a new home in the cosmos before you're found by Uranus and returned to your prison - in chains - in *Kreo*.
COL KRE001 \$25.00

**LOOTERZ**

Nab the Loot! Stab your Friends! An ancient treasure has been left unguarded, and you're going to do what any good plunderer would do: hike up into the dungeon and get it! But, the competition is fierce! So, pick your crew wisely, because it could be the difference between death and retirement!

COL LTZ001 \$25.00

**TA-DA!**

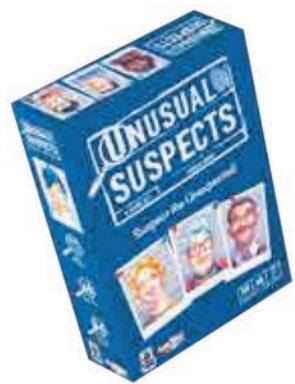
This year's annual Wizard Talent Show promises to be an exciting event, with skilled witches and wizards attending from far and wide. In *Ta-Da!*, the fast-paced game of dice and spells, players attempt to prove they're the most talented and deserving spellcaster of the bunch. Each player furiously rolls dice in an effort to collect the elements needed to cast their spell. As soon as they have completed their spell, they yell "Ta-da!" and they're one step closer to winning the Talent Show!

COL TAD001 \$25.00

**MASMORRA:
DUNGEONS OF ARCADIA**

Masmorra is a dungeon underneath the great city of Arcadia which was used as a testing ground for prospective Guild Heroes. But since the warlock Malaphyas took it over, filling it with his monstrous minions, it's become a real challenge, beckoning heroes to brave its treacherous corridors in search of fame and fortune! Find monsters, gold, and surprises by delving deep into *Masmorra: Dungeons of Arcadia*, a dice-driven dungeon crawler! Scheduled to ship in December 2016.

COL MMR001 \$65.00

**UNUSUAL SUSPECTS**

Detectives have a witness to a crime. The only catch? The Witness can only answer 'Yes' or 'No' to questions about the culprit's personality, way of life, and character traits...but, nothing about their physical appearance. Will that be enough to put away the criminal, or will they walk scot-free? Suspect the unexpected in *Unusual Suspects*!

COL UNS001 \$30.00

**MASQUES**

As the head of an ambitious Venetian family, you have sent your most influential representatives to mingle at the Doge's masquerade ball. By cleverly positioning these guests (and by manipulating the guests of your opponents), you'll vie for the attention of Venice's elite guild masters, ensuring the most political power for your family. Scheduled to ship in November 2016.

COL MSQ001 \$25.00

**ZOMBIKIDE: COMPENDIUM 2**

Through three seasons and numerous expansions, *Zombicide* tells the story of Survivors cleaning a zombie-infested world - and having fun doing it! Featuring 64 official missions published on various media and gathered in a single place, *Zombicide Compendium #2* also includes rules for the *Dog Companions*, *Lost Zombivors*, *Murder of Crowz*, *Ultimate Survivors #1*, *V.I.P. Zombies*, and *Zombie Dogz* expansions.

COL GUG0091 \$20.00

CORVUS BELLI**INFINITY**

Scheduled to ship in September 2016.

**ARIADNA MAVERICKS, 9TH
MOTORIZED RECON BAT.**

CVB 280183-0602 \$40.62

**HAQQISLAM DJANBAZAN
TACTICAL GROUP**

CVB 280483-0606 \$40.62

**NOMADS CORREGIDOR
BANDITS (HACKER)**

CVB 280581-0605 \$11.58

**PANOCERANIA BLACK
FRIARS (MULTI RIFLE)**

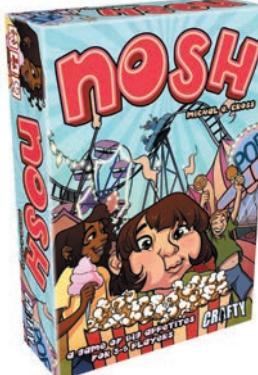
CVB 280287-0604 \$11.58

**YU JING IMPERIAL AGENT
PHEASANT RANK (RED FURY)**

CVB 280386-0607 \$11.58

CRAFTY GAMES**INFINITY**

Scheduled to ship in September 2016.

**NOSH CARD GAME**

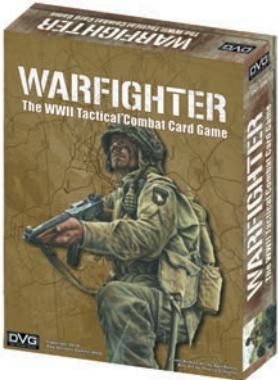
The Fair is here and it's time to nosh on all your favorite treats! Unfortunately, you only have so much allowance to go around and you're not the only kid with a sweet tooth! A family-friendly card game for big kids with even bigger appetites, players in *Nosh* bid their limited allowance on groups of treats available each day of the fair. Everyone has their own secret favorites, and only certain combinations of treats can score each day. Scheduled to ship in November 2016.

S2P CFG15001 \$24.95

DAN VERSSEN GAMES**WARFIGHTER WWII EXPANSIONS**

Scheduled to ship in September 2016.

1: USA #1	\$19.99
2: UK #1	\$19.99
3: GERMANY #1	\$19.99
4: GEAR	DV1 036D.	\$19.99
5: AMMO BOX	DV1 036E	\$49.99
6: USA #2	DV1 036F	\$19.99
7: UK #2	DV1 036G	\$19.99
8: GERMANY #2	DV1 036H	\$19.99
9: RUSSIA #1	DV1 036I	\$19.99
10: RUSSIA #2	DV1 036J	\$19.99
11: POLAND #1	DV1 036K	\$19.99
12: POLAND #2	DV1 036L	\$19.99
13: METAL TOKENS	DV1 036M	\$19.99
14: USA METAL SOLDIER MINIS	DV1 036N	\$24.99
15: UK METAL SOLDIER MINIS	DV1 036O	\$24.99
16: GERMANY METAL SOLDIER MINIS	DV1 036P	\$24.99
17: RUSSIA METAL SOLDIER MINIS	DV1 036Q	\$24.99

**WARFIGHTER WORLD WAR II
CORE GAME**

Command World War II's finest soldiers and complete vital combat missions in post D-Day Europe with *Warfighter*, the cooperative Tactical Special Forces Card Game! At the start of each mission, players select soldiers and equip them with skills, weapons, and combat gear within the mission's Resource limit. Then, fight your way through enemy territory, engaging enemy forces, as you attempt to reach and complete your mission objective. This World War II edition of *Warfighter* includes all the Soldier and Hostile cards you need to play Americans, British, or German soldiers. Scheduled to ship in September 2016.

DV1 036 \$59.99

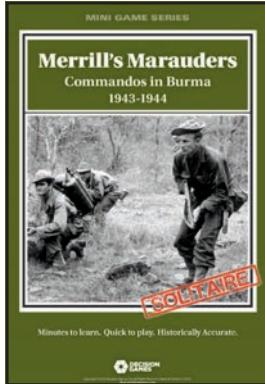
DECISION GAMES**MINI FOLIO SERIES**

Scheduled to ship in September 2016.

**CERES: OPERATION STOLEN BASE**

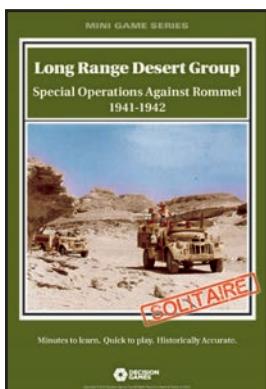
Set in the *Free Mars* universe and serving as a prequel to the *Free Mars* boxed game, *Ceres: Operation Stolen Base* is a solitaire game depicting the actions of an elite Rebel task force attempting to seize the largest source of water in the Solar System shortly after the outbreak of the *Free Mars* Revolution.

DCG 1719 \$12.95

**MERRIL'S MARAUDERS**

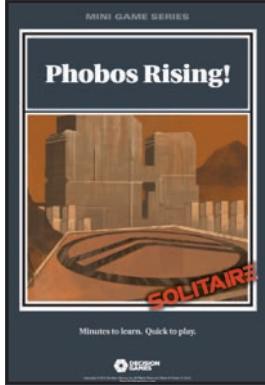
Utilizing the *Commando* series rules, *Merrill's Marauders* is a solitaire game covering missions behind Japanese lines in the Burmese jungle during 1943-44.

DCG 1715 \$12.95

**LONG RANGE DESERT GROUP**

Utilizing the *Commando* series rules, *Long Range Desert Group* (LRDG) is a solitaire game covering small-scale British operations against the Axis forces in North Africa during 1941-42.

DCG 1714 \$12.95

**PHOBOS RISING!**

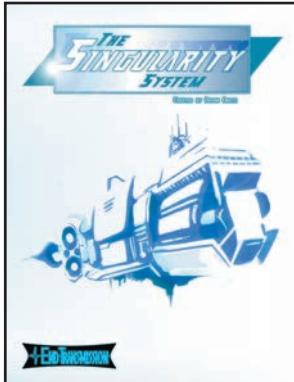
Set in the *Free Mars* universe and serving as a prequel to the *Free Mars* boxed game, *Phobos Rising!* is a solitaire game depicting the heroic actions of an elite team attempting to secure key facilities on Mars. Success means Mars has been secured and the Martian Revolution begins with a general uprising across the colonies' bases and ships in the Solar System.

DCG 1720 \$12.95

DICE HATE ME GAMES**TIME MANAGEMENT:
THE TIME MANAGEMENT GAME**

In *Time Management*, a quick-playing, tile-laying game, players are workers at the Office of Time Management, managing the space-time continuum. Their goal is to add temporal workers to the work force and arrange them in such a way to ensure the safety of the continuum - and save time! Scheduled to ship in December 2016.

GTG RABTIME \$9.95

**END TRANSMISSION
GAMES****THE SINGULARITY SYSTEM
CORE RULEBOOK**

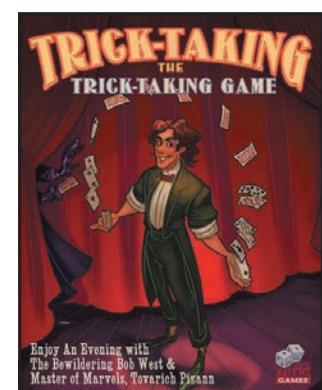
The *Singularity System* is a setting-neutral toolkit for science fiction roleplaying, adventure, and giant fighting robots in the far future. Powered by a streamlined, fast-generating, extremely customizable, proprietary d6 system with dice pools, *The Singularity System* includes starship and vehicle combat rules. Scheduled to ship in October 2016.

S2P ETG50000 \$34.99

EVERYTHING EPIC**TRAITOR MECHANIC:
THE TRAITOR MECHANIC GAME**

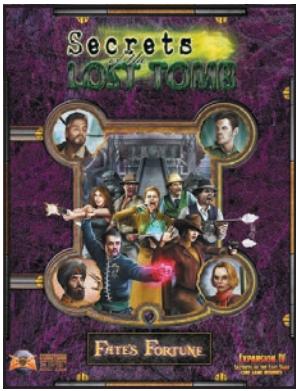
In *Traitor Mechanic*, players are automobile mechanics all working together to fix cars. However, one of them has been hired by a rival auto-shop to undermine their efforts and make this auto-shop go bankrupt. You must work together, fix the cars, and attempt to reveal just which one of you is the traitor mechanic! Scheduled to ship in December 2016.

GTG MNKYTMEC \$19.95

**TRICK-TAKING:
THE TRICK-TAKING GAME**

Nothing Up My Sleeve - Or, Is There? The world's greatest magicians have been assembled to establish who is the best illusionist of all time - but, as with all great magic, there is much sleight-of-hand afoot, and the magicians in *Trick-Taking* will use cunning and great mentalist powers to steal each others' tricks! Scheduled to ship in December 2016.

GTG RABTRIK \$9.95



SECRETS OF THE LOST TOMB: FATE'S FORTUNE EXPANSION

In *Fate's Fortune*, as you explore the Tomb, each adventurer will begin the game with a Fate Card sending you on a secret quest that, upon completion, unlocks your Adventurer's True Power! On the back of each Adventurer Sheet, there is now a unique Ascended Adventurer with their own Unique Equipment Card, Upgraded Attributes, Abilities, and Courage Track. In addition, all Ascended Adventurers have their own unique alternate artwork and standee, rewarding the players successful completion of their quest.

EEG SOTLFF01 \$40.00

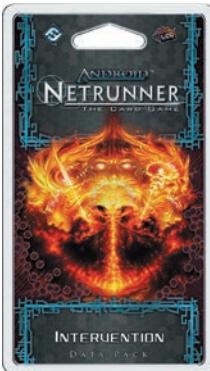
FANTASY FLIGHT GAMES



ANDROID: NEW ANGELES

Everything's fair in the pursuit of profit! A standalone board game of corporate greed and machinations set in the *Android* universe, players in *New Angeles* each gain control of one of the worlds' most powerful megacorporations, using their wealth and influence to create more wealth and more influence! Cut deals, forge temporary alliances, leverage your credit, and maneuver for valuable assets, all the while keeping an eye toward the masses, striking deals with the other corps in order to keep a lid on crime, disease, and unrest. If you want to maximize your profit, after all, you need to keep *New Angeles* open for business! Scheduled to ship in November 2016.

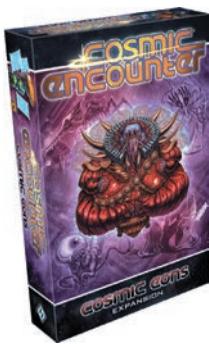
FFG AD03 \$59.95



ANDROID NETRUNNER LCG: INTERVENTION DATA PACK

In *Intervention*, the fourth Data Pack in the *Flashpoint Cycle* for *Android: Netrunner*, the sixty cards (three copies each of twenty different cards) deposit you in the streets of New Angeles in the wake of the Twenty-Three Seconds Incident. There's damage everywhere! Meat damage, brain damage, and collateral damage! We also discover a new Haas-Bioroid identity, a new Shaper identity, a handful of Runner cards that dare you to run despite the risks to your health, and a place of sanctuary in which the Runners can hide. Scheduled to ship in November 2016.

FFG ADN39 \$14.95



COSMIC ENCOUNTER: COSMIC EONS EXPANSION

The galaxy continues to grow with *Cosmic Eons*, the sixth expansion for *Cosmic Encounter*. *Cosmic Eons* introduces Hidden Alliances, in which players decide their alliances secretly and reveal them simultaneously, adding suspense, bluffing, and possibly even backstabbing to the Alliance Phase. Plus, thirty new aliens enter the game, including several who begin the game with essence cards that enable players to help, fine, traumatize, and even give bad dreams to their opponents. Scheduled to ship in November 2016.

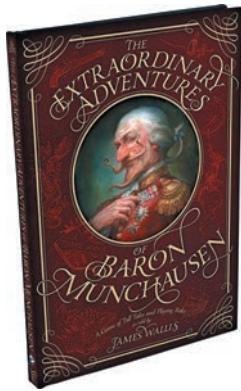
FFG CE07 \$24.95



DOOM

Prepare to Face Your DOOM! Glory Kill your way to victory as one of the United Aerospace Corporation's elite marines or grab control of the legions of demons threatening to take over the complex in *DOOM: The Board Game*, a tactical combat game inspired by Bethesda's blockbuster video game. The asymmetrical gameplay pits one invader player and their arsenal of bloodthirsty demons against one to four elite marines, each equipped with a customizable deck of intimidating weapons and hardy armor, numerous lives, and the ability to "Glory Kill" weakened enemies within range. Every mission presents you with a unique map, specific rules, various items for retrieval, and objectives for both invaders and marines. Descend into the hellish landscape of *DOOM* and join the epic struggle between demon and marine. Scheduled to ship in November 2016.

FFG ZX01 \$79.95



THE EXTRAORDINARY ADVENTURES OF BARON MUNCHAUSEN HARDCOVER

Welcome, dear reader, to yet another place where I, the great Baron Munchausen, have managed to secret away a few more paragraphs about my game where my dastardly editor cannot find them. I must be brief, but the pen of the Munchausens is as swift as the arrows fired upon me by the Dragon-hunters of northern Greenland. My game, then, is brief. *The Extraordinary Adventures of Baron Munchausen* is a storytelling game of my own devisement, that invites you and your stout companions to share the tales of your adventures and exploits from around, across, and (in some cases) through the circumference of the world. As each one tells his story, the others shall interject with most villainous objections and interruptions, yet the true storytellers among you will persevere. Upon the completion of each one's tale and a copious amount of drinks, the best story will be judged by all players and the next round is ready to begin! Scheduled to ship in November 2016.

FFG WA01 \$29.95



A GAME OF THRONES: HAND OF THE KING (STAND ALONE)

The king has called for a tourney and a feast to be held at King's Landing, and the Great Houses of Westeros have answered the call. Stark, Greyjoy, Lannister, Targaryen, Baratheon, Tyrell, Tully - all have gathered, for the whisperers say that the King will choose his new Hand at this feast. Intrigues abound, as every House attempts to gain the aid of Varys, the Spider. Only the most cutthroat and ruthless will rise to become the power behind the Iron Throne! *Hand of the King* is a fast-paced card game of cunning deals and clever maneuvering. Scheduled to ship in November 2016.

FFG VA100 \$12.95



A GAME OF THRONES LCG: 2ND EDITION - GHOSTS OF HARRENHAL CHAPTER PACK

Enter your own name in contention for the cursed stronghold of Harrenhal with the *Ghosts of Harrenhal*, the fifth Chapter Pack in the War of Five Kings Cycle for *A Game of Thrones: The Card Game*. As the War of the Five Kings has touched every corner of Westeros, you'll find new cards that interact with the King trait, while other cards help you counter the drastic bloodshed of Valar Morghulis. Finally, you'll encounter a host of iconic characters, including Roose Bolton, Brienne of Tarth, Craster, Ser Davos Seaworth, Joffrey Baratheon, and Myrcella Baratheon. Scheduled to ship in November 2016.

FFG GT13 \$14.95



GAME OF THRONES: THE IRON THRONE

King Robert Baratheon is dead. The line of succession is in dispute, and the Seven Kingdoms stand at the brink of war. Amid the chaos, the Lords and Ladies of the Great Houses of Westeros maneuver for supremacy... *Game of Thrones: The Iron Throne* is a board game of intrigue and betrayal that pits players against one another in a cutthroat bid for command of Westeros. Based upon the thrilling HBO series and powered by the *Cosmic Encounter* game system, *The Iron Throne* places you in command of one of five Great Houses and challenges you to land five of your influence on your rivals' Houses. Diplomacy is always an option, but betrayals are inevitable. Lie, cheat, steal, bribe, and battle your way to supremacy! In the end, you win, or you die. There is only one Iron Throne! Scheduled to ship in November 2016.

FFG HBO11 \$49.95



STAR WARS IMPERIAL ASSAULT



JABBA'S PALACE
SWI32 - \$59.95

LUKE
SKYWALKER
SWI33 - \$9.95

CAPTAIN TERRO
SWI35 - \$14.95

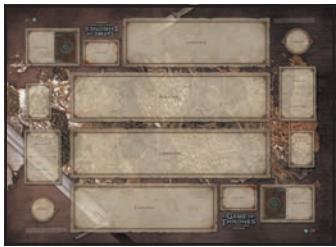
ALLIANCE
RANGERS
SWI34 - \$14.95

JABBA THE HUTT
SWI36 - \$14.95



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A GAME OF THRONES LCG: 2ND EDITION - WESTEROS

TWO-PLAYER PLAYMAT

Span the distance between two players in *A Game of Thrones: The Card Game* with this massive, 26" x 36" natural rubber playmat depicting a map of the entire continent of Westeros! Whether you've just taken your vows as a knight or you're the Lord Commander of the Kingsguard, now you and your opponent can battle for the Iron Throne while enjoying a clean, classy play surface.

FFG FFS70

PI



LETTERS FROM WHITECHAPEL: DEAR BOSS EXPANSION

You've already experienced the desperate battle of wits between the policemen and Jack the Ripper in the cat-and-mouse struggles of *Letters from Whitechapel*. Now, unlock a host of new variants for the game with the *Dear Boss Expansion*! Within this expansion, you'll find three modular decks to aid the policemen (or Jack), alongside rules for tweaking the balance of the game. Plus, twelve beautifully sculpted, plastic miniatures invite you to replace the Policemen, Jack, and Wretched pawns from the base game, while every inch of *Dear Boss* is overflowing with historical detail, giving you greater insight into the Whitechapel murders of 1888. Scheduled to ship in November 2016.

FFG VA99 \$24.95



THE LORD OF THE RINGS LCG: THE MUMAKIL ADVENTURE PACK

The first Adventure Pack in the Haradrim Cycle for *The Lord of the Rings: The Card Game*, *The Mumakil* establishes our heroes' plight and their ambitions. Stranded in hostile territory, far from home, they must embark upon a long and perilous journey. Meanwhile, a new hero and three copies each of nine different player cards introduce the cycle's focus on new partnerships. Plus, powerful events encourage you to build your fellowship around paired Traits, while also gaining an opportunity to make allies with some of the Haradrim, themselves. Scheduled to ship in November 2016.

FFG MEC56 \$14.95



THE LORD OF THE RINGS LCG: NIGHTMARE DECKS

The Angmar Awakened Cycle of Adventure Packs for *The Lord of the Rings: The Card Game* set several of Middle-earth's greatest heroes upon a thrilling race to find and rescue a captive Ranger, even as their efforts led them to discover that an even more sinister menace was growing in the blighted realm of Angmar. Now three new Nightmare Decks recast the early legs of your rescue efforts in the darker and deadlier shadows of Nightmare Mode. Each twenty-card deck introduces deadlier enemies, more foreboding locations, and treacheries designed to test your mettle. Additionally, these Nightmare Decks also introduce new side quests that force you into difficult decisions as you seek the best and safest path through lands tainted by ancient evils. Scheduled to ship in September 2016.

ACROSS THE ETENMOORS

FFG UMEN39 PI

ESCAPE FROM MOUNT GRAM

FFG UMEN38 PI

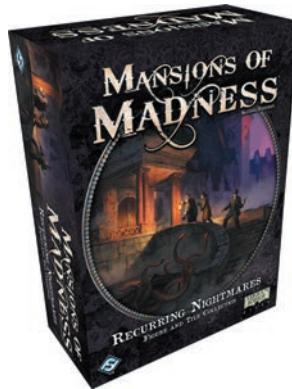
THE WASTES OF ERIADOR

FFG UMEN37 PI

MANSIONS OF MADNESS 2ND EDITION

There Is No Escape! Explore the veiled and misty streets of Innsmouth and stumble through the haunted corridors of Arkham's cursed mansions as you search for answers and respite. Eight brave investigators stand ready to confront four scenarios of fear and mystery, collecting weapons, tools, and information, solving complex puzzles, and fighting monsters, insanity, and death. It will take more than just survival to conquer the evils terrorizing this town. Open the door and step inside these hair-raising Mansions of Madness! Complete with a conversion kit to integrate *First Edition* game components and an immersive companion app that guides players, step-by-step, through each scenario, *Mansions of Madness Second Edition* is a fully cooperative, Lovecraftian board game of horror and mystery for one to five players that takes place in the same universe as *Eldritch Horror* and *Elder Sign*. Scheduled to ship in November 2016.

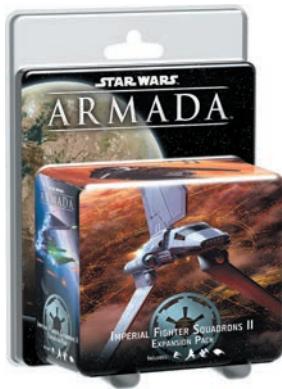
FFG MAD20 \$99.95



MANSIONS OF MADNESS 2ND EDITION: RECURRING NIGHTMARES FIGURE AND TILE COLLECTION

Dive deeper into horrifying Arkham with the *Recurring Nightmares Figure and Tile Collection*. Combine the figures and map tiles in this collection with your *Mansions of Madness Second Edition* conversion kit to unlock alternate maps for your existing scenarios and gain access to one new, bloodcurdling adventure. The *Recurring Nightmares Figure and Tile Collection* contains 18 plastic monster figures, eight investigator figures, and 15 map tiles from the *First Edition* of the *Mansions of Madness* core set. Scheduled to ship in November 2016.

FFG MAD21 \$49.95



STAR WARS ARMADA: IMPERIAL FIGHTER SQUADRONS II EXPANSION PACK

The Empire's most advanced attack craft bring monstrous power into battle in the *Imperial Fighter Squadrons II Expansion Pack* for *Star Wars: Armada*. Elusive TIE Phantoms ambush Rebel squadrons, while elite TIE Defenders outmatch the enemy with fearsome capabilities, and hulking VT-49 Decimators leave only wreckage in their wake. Supported by the coordination ability of Lambda-class shuttles, these eight miniature squadrons and eight squadron cards work hard to crush the Rebel opposition. Scheduled to ship in November 2016.

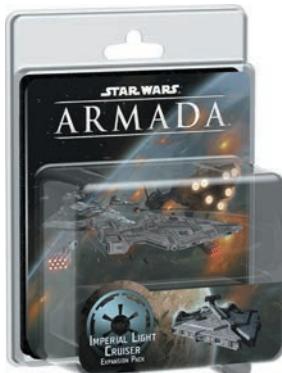
FFG SWM24 \$19.95



MANSIONS OF MADNESS 2ND EDITION: SUPPRESSED MEMORIES FIGURE AND TILE COLLECTION

Plunge deep into the mysteries of Arkham with the *Suppressed Memories Figure and Tile Collection*. Combine the figures and map tiles in this collection with your *Mansions of Madness Second Edition* conversion kit to unlock alternate maps for your existing scenarios and gain access to one new, spine-chilling adventure. The *Suppressed Memories Figure and Tile Collection* contains 15 plastic monster figures, eight investigator figures, and seven map tiles from the *First Edition* of the *Mansions of Madness: Call of the Wild* and *Forbidden Alchemy* expansions. Scheduled to ship in November 2016.

FFG MAD22 \$49.95



STAR WARS ARMADA: IMPERIAL LIGHT CRUISER EXPANSION PACK

As seen in the *Star Wars Rebels* television show, the Imperial light cruiser is a communications and blockade ship used to help the Empire spread its domain throughout the galaxy. In *Star Wars: Armada*, the *Imperial Light Cruiser Expansion Pack* presents this ship as a fast, small-base Imperial vessel that excels at providing long-range fire support from its broadsides. With its ship, its two ship cards, eight upgrades, and all requisite accessories, the *Imperial Light Cruiser Expansion Pack* will have you racing around the Rebels' flanks and into a new era for Imperial tactics! Scheduled to ship in November 2016.

FFG SWM22 \$19.95



STAR WARS ARMADA: PHOENIX HOME EXPANSION PACK

Under the command of Jun Sato, the *Phoenix Home* was the nerve center of the fledgling Rebel fleet, and it makes its way to *Star Wars: Armada* in the *Phoenix Home Expansion Pack*. What this small-base ship lacks in size and firepower, it makes up with its ability to command your fleet. Along with a pre-painted miniature starship, you'll find two ship cards, ten upgrade cards, and all the dials, bases, pegs, and tokens you need to control the battle, more effectively coordinating your capital ships and fighter squadrons alike. Scheduled to ship in November 2016.

FFG SWM21 \$29.95

STAR WARS

ARMADA

WAVE V



IMPERIAL LIGHT CRUISER
SWM22 - \$19.95



IMPERIAL FIGHTER PACK II
SWM24 - \$19.95



PHOENIX HOME
SWM22 - \$29.95

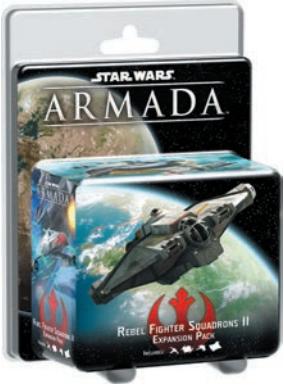


REBEL FIGHTER PACK II
SWM24 - \$19.95



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STAR WARS ARMADA: REBEL FIGHTER SQUADRONS II EXPANSION PACK

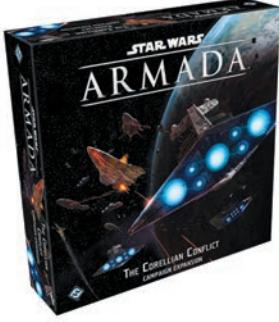
Rebel pilots are masters of improvisation, and you can bring their talents to your games of *Star Wars: Armada* with the *Rebel Fighter Squadrons II Expansion Pack*. The venerable Z-95 Headhunter, agile Lancer-class Pursuit Craft, and sturdy VCX-100 Freighter lend new strength and tactics to your fleet, helping you win even the most desperate of battles. Together with the advanced E-wing fighter, these crafts add firepower and versatility to your Rebel forces, and their pilots carry the hopes of freedom for a beleaguered galaxy! Scheduled to ship in November 2016.

FFG SWM23 \$19.95

STAR WARS ARMADA: THE CORELLIAN CONFLICT CAMPAIGN EXPANSION

Decide the Fate of the Corellian Sector! *The Corellian Conflict* campaign expansion for *Star Wars: Armada* allows players to wage an epic campaign spanning multiple fleet battles. Take sides with the Galactic Empire or the Rebel Alliance, then vie for key hyperlane routes, seize vital shipyards, and establish new bases. Victory depends on your team's ability to control vital worlds - while crushing your foes in battle! *The Corellian Conflict* also introduces twelve objectives that expand upon the challenges presented by the objectives in the Core Set. Finally, as you pursue these new paths to victory, you can consider the strategic advantages offered by sixteen unique squadron cards, all of which allow you to field legendary pilots and squadrons of the Galactic Civil War in combat. Scheduled to ship in November 2016.

FFG SWM25 \$29.95



FEATURED ITEM

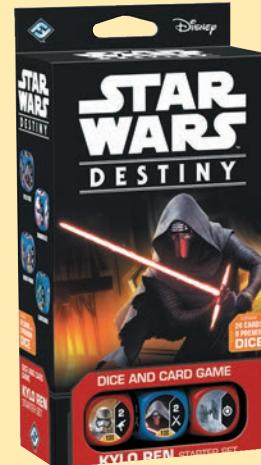


STAR WARS: DESTINY - KYLO REN STARTER SET

Enter a world of epic, saga-spanning, "what if" battles with the *Kylo Ren Starter Set* for *Star Wars: Destiny*! With an array of characters that spans the saga from *The Phantom Menace* to *The Force Awakens*, *Star Wars: Destiny* gives you the freedom to play out any battle you can imagine. Innovative gameplay blends dice and cards as you strategize exactly how to defeat your opponent's characters. Meanwhile, the game's collectible model invites you to enter the game at whatever pace you choose, tweaking your decks with the addition of new cards and dice from booster packs. An ideal starting point to enter *Star Wars: Destiny*, the *Kylo Ren Starter Set* contains a

fixed set of twenty-four villainous cards with nine premium dice, alongside tokens and a rule sheet - everything you need for one player to take command of Kylo Ren and a First Order Stormtrooper to oversee the rise of the First Order. Scheduled to ship in November 2016.

FFG SWD01 \$14.95



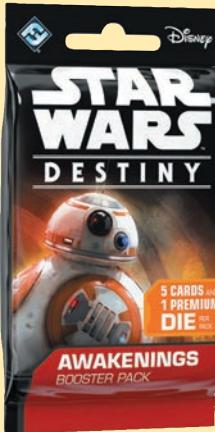
FEATURED ITEM



STAR WARS: DESTINY - AWAKENINGS BOOSTER PACK DISPLAY (36)

Customize your *Star Wars: Destiny* decks with *Awakenings* Booster Packs! With every booster pack you'll find new characters, supports, upgrades, or events, along with new ways to enter the *Star Wars* galaxy and fight for your chosen side! Offered in 36-count displays, each supplemental booster pack includes five randomized cards and one premium die. Scheduled to ship in November 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

FFG SWD03-D \$107.64



STAR WARS IMPERIAL ASSAULT: ALLIANCE RANGERS ALLY PACK

Alliance Rangers are a powerful asset to Restore the Republic. Alliance Rangers may help a small team of Rebel heroes survive among the dunes of Tatooine or battle Imperial Stormtroopers under the canopy of a mighty forest, but wherever they're deployed, these warriors are among the most deadly long-range fighters in the game of *Imperial Assault*. Now, these renowned snipers can join your campaigns and skirmishes with the *Alliance Rangers Ally Pack*. Scheduled to ship in November 2016.

FFG SWI34 \$14.95

STAR WARS IMPERIAL ASSAULT: CAPTAIN TERRO VILLAIN PACK

Imperial forces on Tatooine may not have the same sway as Jabba's gangsters, but they can still be dangerous and violent - especially if their authority is not respected. A Stormtrooper mounted on a powerful creature like the dewback is not to be underestimated, and the Galactic Empire gains a new tool in its arsenal with the *Captain Terro Villain Pack*. With a new three-card Agenda set that challenges the heroes to stop a Stormtrooper reprisal against Anchorhead, a new skirmish upgrade, and new Command cards for your skirmish games, this Villain Pack offers a powerful new weapon to every Imperial commander. Scheduled to ship in November 2016.

FFG SWI35 \$14.95



STAR WARS IMPERIAL ASSAULT: JABBA THE HUTT VILLAIN PACK

The Galactic Empire may technically control Tatooine, but on the planet's surface, the rules are seldom determined by laws made light-years away. Crime is the closest thing to government that Tatooine has, and all crime on Tatooine feeds back to Jabba the Hutt. Now, he can help guide your Mercenaries strike team to victory with the *Jabba the Hutt Villain Pack*. Three new Agenda cards invite you to spread the might of Jabba the Hutt across the *Star Wars* galaxy, even when the Rebel heroes venture beyond Tatooine itself. With this Villain Pack, your options for using Jabba the Hutt to control the crime world are nearly unmatched. Scheduled to ship in November 2016.

FFG SWI36 \$14.95

FEATURED ITEM

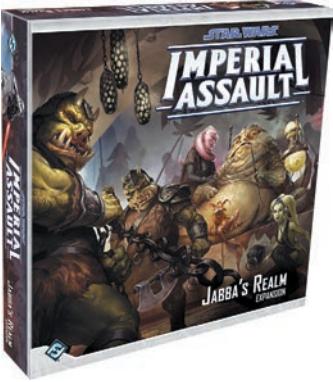


STAR WARS: DESTINY - REY STARTER SET

Enter a world of epic, saga-spanning, "what if" battles with the *Rey Starter Set* for *Star Wars: Destiny*! With an array of characters that spans the saga from *The Phantom Menace* to *The Force Awakens*, *Star Wars: Destiny* gives you the freedom to play out any battle you can imagine. An excellent starting point to enter *Star Wars: Destiny*, the *Rey Starter Set* features a fixed set of twenty-four heroic cards with nine premium dice, alongside tokens and a rule sheet - everything you need for one player to take command of Rey and Finn while fighting for the light side across the *Star Wars* galaxy. Scheduled to ship in November 2016.

FFG SWD02 \$14.95



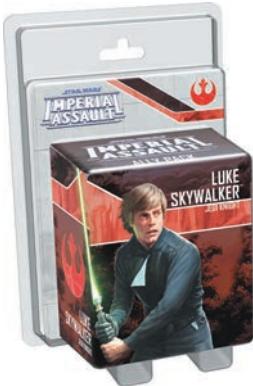


STAR WARS IMPERIAL ASSAULT: JABBA'S PALACE CAMPAIGN EXPANSION

Imperial reprisals have swept the galaxy, targeting not just the Rebels, but their families and loved ones as well. In desperation, you and a team of other Rebel operatives have gathered as many refugees as you can in hopes of shepherding them to safety in the Outer Rim. Your escape is discovered, however, and you've been shot down on Tatooine. Here, the power of the Empire is not as strong as elsewhere - but that doesn't mean you're out of danger. This is the domain of Jabba the Hutt, and you'll need to play by his rules if you want to survive. An expansion for *Imperial Assault*, *Jabba's Realm* introduces a full-length

campaign that challenges you to survive among the desert wastes and criminal underworld of Tatooine, even as new skirmish missions invite you to battle in the Nal Hutta Borderlands or around the fabled Pit of Carkoon. Eighteen double-sided map tiles evoke the opening scenes of *Return of the Jedi*, giving you access to Jabba's palace, his pleasure barge, and iconic locations like the sarlacc pit, while sixteen figures offer new warriors and heroes for the Imperials, Rebels, and Mercenaries, even as new Command cards, Deployment cards, Agenda cards, and Class cards give you countless ways to customize your game. Scheduled to ship in November 2016.

FFG SWI32 \$59.95



STAR WARS IMPERIAL ASSAULT: LUKE SKYWALKER - JEDI KNIGHT ALLY PACK

A Jedi Knight with the skills of Luke Skywalker would be an undeniable boon to any Rebel strike team. With the *Luke Skywalker Jedi Knight Ally Pack*, you can bring a new version of Luke Skywalker into your *Imperial Assault* campaigns and skirmishes. With his fully developed Force powers, Luke Skywalker can fight for the Rebel Alliance whether you're immersed in the full-length campaign of Jabba's Palace, skirmishing against a hostile strike team, or playing any of your other adventures across the *Star Wars* galaxy. Scheduled to ship in November 2016.

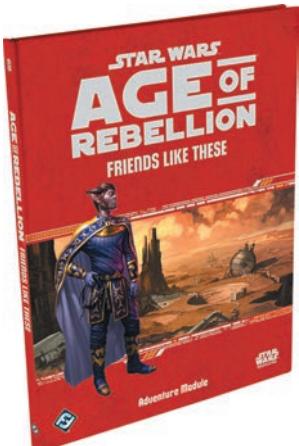
FFG SWI33 \$9.95



STAR WARS LCG: SCRAP METAL FORCE PACK

Throughout the Saga, *Star Wars* has been defined by rivalries and conflict. These enmities and threats bring the characters to life, and now you can introduce some of these rivalries into your campaigns with *Scrap Metal*, the fourth Force Pack in the Opposition Cycle for *Star Wars: The Card Game*. Within the ten new objective sets (two copies each of five distinct sets) in *Scrap Metal*, you'll find a host of new versions of iconic characters, including Jabba the Hutt, C-3PO, R2-D2, and Jek Porkins. Scheduled to ship in November 2016.

FFG SWC34 \$14.95



STAR WARS RPG: AGE OF REBELLION - FRIENDS LIKE THESE HARDCOVER

Time is running out for an important ally with *Friends Like These*, an adventure supplement for the *Star Wars: Age of Rebellion* Roleplaying Game. When intelligence reveals that an important and secret shipyard is under threat, the player characters have two days to arrange the planet's defense and recruit allies in the region before Imperial forces arrive. *Friends Like These* takes players to a new sector where they encounter Mandalorian culture and face a brutal moral decision regarding who the Rebel Alliance should call 'friends'. Scheduled to ship in November 2016.

FFG SWA41 \$29.95



STAR WARS X-WING MINIATURES GAME: SABINE'S TIE FIGHTER EXPANSION PACK

The ubiquitous TIE fighter was one of the Empire's most common symbols of oppression. When one of these nimble crafts fell into the hands of Rebel saboteur and artist Sabine Wren, she knew exactly how to customize it for use against the Empire. Brilliantly repainted and retooled, the TIE fighter from the *Sabine's Tie Fighter Expansion Pack* for *X-Wing* comes with four unique ship cards and six upgrades, including the Sabine's Masterpiece Title, which allows your Rebels to outfit the ship with crew and illicit upgrades. Scheduled to ship in November 2016.

FFG SWX60 \$39.95



XCOM: THE BOARD GAME - EVOLUTION EXPANSION

An expansion for *XCOM: The Board Game*, *Evolution* complicates your war effort with new missions, enemies, and invasion plans, as well as mechanics that make your struggles more dangerous than ever. As the alien forces spread and peril increases, the sinister humans of the EXALT seek to take advantage of the chaos to infiltrate and destroy XCOM from within. Their treachery leads to new challenges, new crises, and new threats to the very resources you need to win the war. Fortunately, your team has also made some advances since the war began. The discovery of the mysterious alien substance known as Meld promises to unlock some astonishing breakthroughs in the field of biomechanics. And *XCOM: Evolution* allows you to pursue some of these advances, potentially bringing formidable new weaponry to the field in the form of MEC Troopers! Scheduled to ship in November 2016.

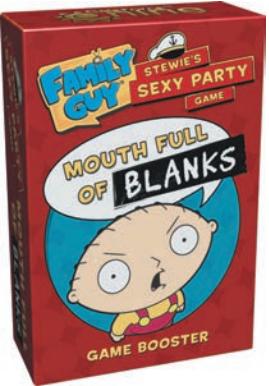
FFG XCO2 \$24.95

GALE FORCE NINE

SPOTLIGHT ON

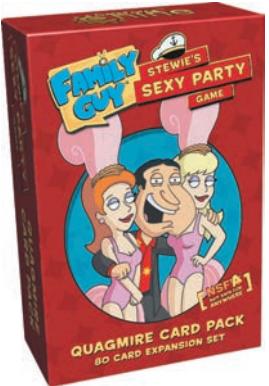


DUNGEONS & DRAGONS RPG:
STORM KING'S THUNDER
DM SCREEN
GF9 73707 \$14.99



FAMILY GUY: STEWIE'S SEXY PARTY GAME - MOUTH FULL OF BLANKS GAME BOOSTER

The Mouth Full of Blanks expansion features tons of blank cards to customize your *Family Guy: Stewie's Sexy Party Game!* Scheduled to ship in November 2016. GF9 FG003 \$7.99



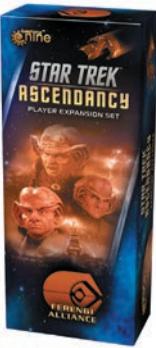
FAMILY GUY: STEWIE'S SEXY PARTY GAME - QUAGMIRE CARD PACK EXPANSION

It's Double the Giggle, Double the Fun with the Quagmire expansion to the *Family Guy: Stewie's Sexy Party Game!* Scheduled to ship in November 2016. GF9 FG002 \$7.99



STAR TREK ASCENDANCY: CARDASSIAN UNION PLAYER EXPANSION SET

The Cardassian Invasion Has Begun! The Cardassian Union Set adds new Star Systems, Exploration cards, and all-new components to introduce another player to your *Star Trek: Ascendancy* games. Scheduled to ship in December 2016. GF9 ST002 \$34.99



STAR TREK ASCENDANCY: FERENGI ALLIANCE PLAYER EXPANSION SET

Opportunity Plus Instinct Equals Profit! The Ferengi Alliance Set adds new Star Systems, Exploration cards, and all-new components to introduce another player to your *Star Trek: Ascendancy* games. Scheduled to ship in December 2016. GF9 ST003 \$34.99

GAMES AND GEARS



DARK DEEDS: GEN CON EXPANSION

Originally released exclusively at Gen Con, this expansion set for *Dark Deeds* comes with 11 new cards and a custom d20 die. Scheduled to ship in October 2016. GNG 0002 \$18.00

GAMES WORKSHOP



CITADEL PAINT

AGRELLAN EARTH	\$4.55
BLOOD FOR THE BLOOD GOD	\$4.55
NIHILAKH OXIDE	\$4.55
NURGLES ROT	\$4.55
TYPHUS CORROSION	\$4.55
GAW 27-10	\$4.55

WARHAMMER 40K



CODEX: DEATHWATCH

Suffer Not the Alien to Live! The elite amongst the elite, carefully selected and recruited for their exceptional abilities, the Deathwatch are a thin black line, a sentinel that stands between the Imperium and alien threats unimaginable. Always outnumbered, such is the staggering scale of the hordes they face, this noble brotherhood has stood stout against countless invasions - and will face countless more! Organized into small, elite companies plucked from Space Marine Chapters that have pledged a tithe of their strength in the struggle against the alien, the Deathwatch counts only heroes amongst its ranks. This full-color Warhammer 40K Codex features comprehensive information on the Deathwatch fortresses that defend the Imperium and the elite Space Marines that man them, plus rules for Deathwatch miniatures, including unique army-building rules for building any of several Kill Teams suited to your play style, your collection, and the task at hand. GAW 39-01-60 \$50.00



DEATH MASQUE

Eldrad Ulthran, the most skilled of the Eldars prophets and one of the most powerful psykers in the galaxy, whose existence has spanned ten millennia, has put into motion a series of incredible events. Descending upon the planet of Port Demesnus, his intention is to seize its crystal moon, Coheria, for a forbidden ritual capable of awakening a slumbering god. Watch Captain Artemis, born into violence, recruited into the Malefactors, his talents in the art of detecting and slaying the merest hint of xenos taint, saw him plucked from his Chapter and sworn to lead Kill Teams of the Deathwatch. The first to respond to the distress signals from Port Demesnus, and the first to realize Eldrad Ulthran's moves, he has diverted his strike force to Coheria. The battle for this moon, and the events that transpire, will send shocking reverberations throughout the galaxy! The *Death Masque* boxed game comes complete with two forces of Citadel Miniatures with which to re-create the tense battles set upon Port Demesnus, as well as a booklet containing three Echoes of War missions which allow you to play through the story, with full background explaining each battle. GAW DM-60 \$150.00



DEATHWATCH BIKERS

GAW 39-19 \$60.00



DEATHWATCH CHAPLAIN

GAW 39-25 \$25.00



DATACARDS: DEATHWATCH

Containing the Mission Tactics special rule from *Codex: Deathwatch* presented on five large cards and 48 Tactical Objective cards, this set of Datacards is an essential purchase for the Deathwatch collector. GAW 39-02-60 \$13.50



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**OGRE KINGDOMS BEASTCLAW
RAIDERS ICEWIND ASSAULT**
GAW 95-99 \$215.00



DEATHWATCH DICE
GAW 66-84 \$20.00



DEATHWATCH TERMINATORS
GAW 39-18 \$50.00



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TERMINATOR ARMOUR**
GAW 39-23 \$25.00



**OGRE KINGDOMS BEASTCLAW
RAIDERS MOURNFANG PACK**
GAW 95-14-NEW \$65.00



DEATHWATCH KILL TEAM
GAW 39-10 \$35.00



DEATHWATCH TRANSPORT
GAW 39-22 \$42.00



DEATHWATCH WATCH MASTER
GAW 39-14 \$25.00



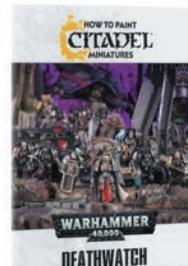
**OGRE KINGDOMS BEASTCLAW
RAIDERS STONEHORN**
GAW 95-12-NEW \$58.00



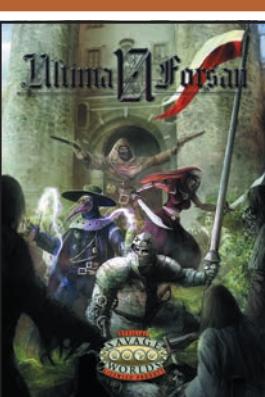
DEATHWATCH KILL TEAM CASSIUS
GAW 39-11 \$65.00



**DEATHWATCH VANGUARD
VETERANS**
GAW 39-17 \$45.00



HOW TO PAINT: DEATHWATCH
GAW 39-03-60 \$10.00



**WARHAMMER:
AGE OF SIGMAR**



DEATHWATCH LAND RAIDER
GAW 39-20 \$80.00



**DEATHWATCH VENERABLE
DREADNOUGHT**
GAW 39-21 \$50.00



**SAVAGE WORLDS RPG:
ULTIMA FORSAN**
At the end of the Middle Ages, the Plague of the Dead has spread through Europe, Africa, and Asia giving rise to the darkest time in history. Now, in the year 1514, heroes from the New Kingdoms are ready to fight to reconquer the World. A *Savage Worlds* Setting of grim horrors and indomitable heroes, *Ultima Forsan* is a game of wild adventures and deadly dangers set in a macabre alternate version of our Renaissance. Scheduled to ship in November 2016.
S2P GGSW0751 \$29.99



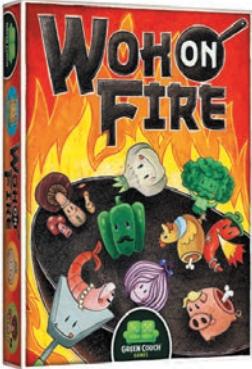
GOT GENIUS GAMES

**COVALENCE: A MOLECULE BUILDING GAME**

Covalence is a chemistry-themed, cooperative game where players work together to accurately build a number of secret organic molecules. Scheduled to ship in November 2016.

GTG GOT1004 \$24.99

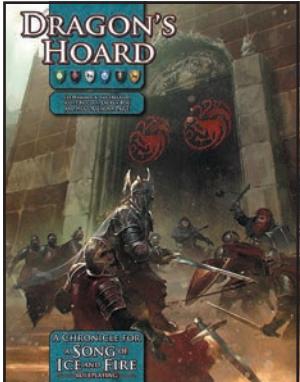
GREEN COUCH GAMES

**WOK ON FIRE**

Show off your spatula skills! Prove you have what it takes to become master of stir-fry! You must win the hearts of your customers by creating the best dishes possible before the ingredients run out. Sound too spicy? Flip, chop, and make the best meal in the wok in *Wok on Fire!*

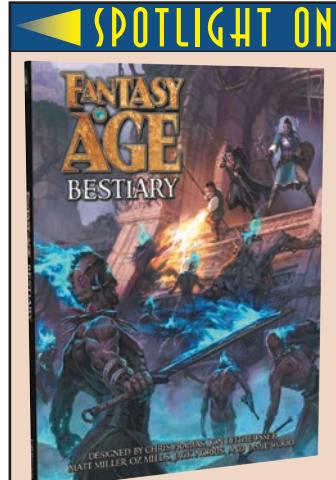
IMP GCG005 \$15.00

GREEN RONIN PUBLISHING

**A SONG OF ICE AND FIRE: DRAGON'S HOARD**

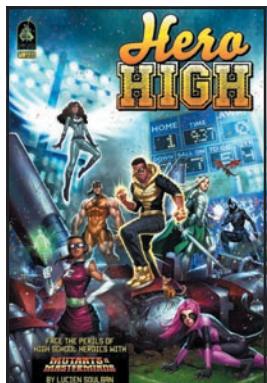
Even years after the fall of House Targaryen, their legacy is not forgotten. When a band of ruffians bound for the Wall seek shelter for the night, one of them reveals a secret that sparks a quest across Westeros and even the Narrow Sea to Braavos, seeking the clues to reveal the location of untold riches: part of the Targaryen treasury, spirited away in the final days of Robert's Rebellion! But our heroes are not the only ones seeking the lost dragon's hoard, and their rivals will stop at nothing to beat them to it and claim it for themselves! *Dragon's Hoard* is an epic adventure for *A Song of Ice and Fire* Roleplaying.

GRR 2710 \$34.95

**FANTASY AGE (ADVENTURE GAME ENGINE): BESTIARY**

The *Fantasy AGE: Bestiary* gives Game Masters a plethora of new foes to challenge their players, from classics like the basilisk and minotaur, to new monsters like the eldritch crown and shard lord. Each creature is fully detailed, with background information, adventure hooks, game stats, and variants.

GRR 6004 \$32.95

**MUTANTS AND MASTERMINDS: HERO HIGH SOURCEBOOK - REVISED EDITION**

Face The Peril of High School Heroics! Focusing on the genre of teen heroes (and villains!) for the *Mutants & Masterminds, Third Edition RPG*, *Hero High* contains everything you need to run a teen hero series of your own, with all the trials and tribulations that entails. *Hero High* includes information on the students and faculty of the Claremont Academy, where the heroes of tomorrow receive their training, as well as the villainous Shadow Academy and the troubled teens who call it home. Plus, there are a dozen heroic archetypes so you and your friends can start playing right away!

GRR 5513 \$32.95

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HABA USA



GO CUCKOO!

Who can help Kiki Cuckoo build a nest for her eggs? Be careful! As soon as a few suitable twigs are on the nest you must gently rest a cuckoo egg on top; the fragile eggs may tumble down a half-built nest! It takes finesse and a little luck to be the first to place all of your wooden eggs safely in the nest. Scheduled to ship in September 2016.

HAB 302219 \$20.00

HASBRO

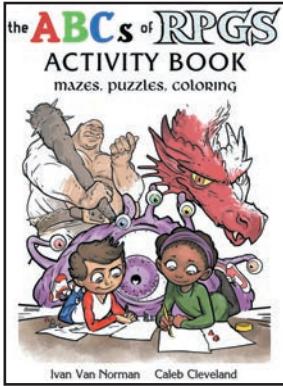


MAGIC THE GATHERING: ARENA OF THE PLANESWALKER - SHADOWS OVER INNISTRAD

Innistrad is a plane in the Multiverse unlike any other. It's a place where humankind is threatened on all sides by vampires, werewolves, spirits, and ghouls. Twisted, pointed stones called cryptoliths have risen throughout the land and have attracted the attention of those trying to unravel a deeper mystery - for they hold a deep power. In the *Shadows over Innistrad* tactical board game, players can take combat to the next dimension and engage in battle among the horrors of Innistrad! As players face off against each other over the cryptoliths' fate, that power can tip the scales of battle! They can summon unstoppable creatures of the night and control magical ruins to receive special bonuses! *Shadows over Innistrad* can be played as both a stand-alone game, or an expansion to the *Arena of the Planeswalkers* base game. Scheduled to ship in September 2016.

MLB B7410 PI

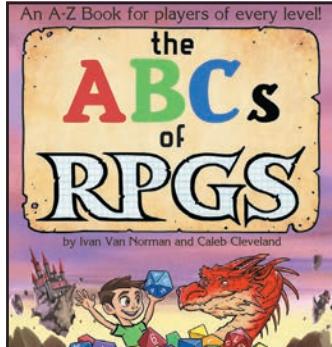
HUNTERS BOOKS



ABCs OF RPGs - ACTIVITY BOOK

Ever wanted to draw a Barbarian's Tattoos? Or color a Gelatinous Cube? How about make your own Kobold Paper Doll? Now you can! The *ABCs of RPGs* Activity Book is jam-packed with fun and engaging traps, puzzles, and other activities the entire Adventuring Party can solve and enjoy! Scheduled to ship in October 2016.

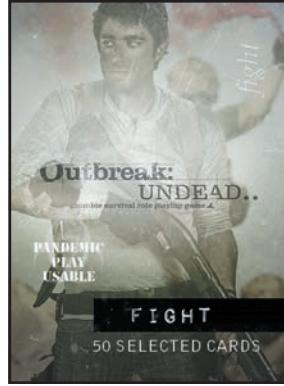
S2P HB9001 \$14.99



ABCs OF RPGs - CHILDREN'S BOOK

Welcome, Guardians and Tiny Adventurers everywhere! Grab your Dice and Let's Read! From Adventure to Zeal, the *ABCs of RPGs* is a fun and engaging way to show young, imaginative minds the fantastic and wonderful aspects of what makes roleplaying games so great. Scheduled to ship in October 2016.

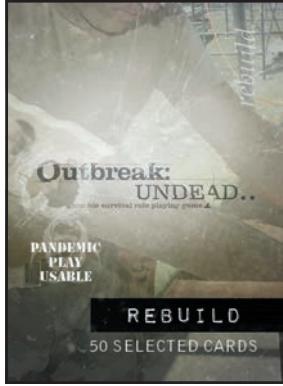
S2P HB9000 \$14.99



OUTBREAK UNDEAD RPG: FIGHT DECK

It's your duty to...fight! Your steel nerves and training make you perfect for the battles ahead. Your tools are mostly weapons, and your tactical acumen and training makes them most effective in your skilled hands. The *Fight Deck* contains a selection of 50 cards geared towards combat-oriented characters for use with *Outbreak: Undead*. Scheduled to ship in October 2016.

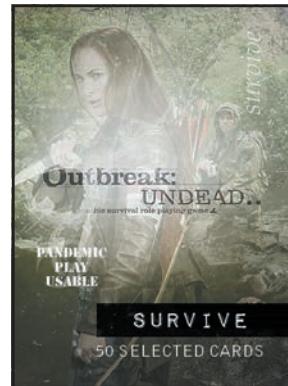
S2P HB1013 \$24.99



OUTBREAK UNDEAD RPG: REBUILD DECK

It's your duty to...rebuild! As the dust settles, it's your talent with your hands and your even temperament that allows you to address even complex projects and problems with a reasoned approach. The *Rebuild Deck* contains a selection of 50 cards geared towards characters who build and maintain structures and gear for use with *Outbreak: Undead*. Scheduled to ship in October 2016.

S2P HB1015 \$24.99

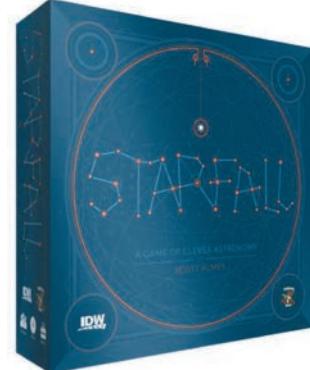


OUTBREAK UNDEAD RPG: SURVIVE DECK

It's your duty to...survive! Against all odds, you are expected to live - fighting tooth and nail against the undead and the forces of nature, alike. Your tools are all practical, a balance of combat and support, and in nearly every situation you have some means to survive either by cunning or with your versatile equipment. The *Survive Deck* contains a selection of 50 cards geared towards a well-rounded survival character playing style for use with *Outbreak: Undead*. Scheduled to ship in October 2016.

S2P HB1014 \$24.99

IDW GAMES



STARFALL

Take a trip to the Royal Hinterlands Observatory to discover *Starfall*! In *Starfall*, players are astronomers competing against their colleagues to identify astronomical events in a race for fame and glory. Build the most impressive portfolio of cosmic curiosities in this clever game of quick wits and bidding. Scheduled to ship in November 2016.

IDW 01164 \$29.99

JAPANIME GAMES



HEART OF CROWN

Have Fun Storming the Castle! The Emperor has suddenly passed away, leaving seven heirs to the throne. Who will you support as his successor? Which powerful Princess will save the land from chaos and a war for the Crown? *Heart of Crown* is a deck-building game of prominence and dominance in a race to coronation - and the throne! Scheduled to ship in September 2016.

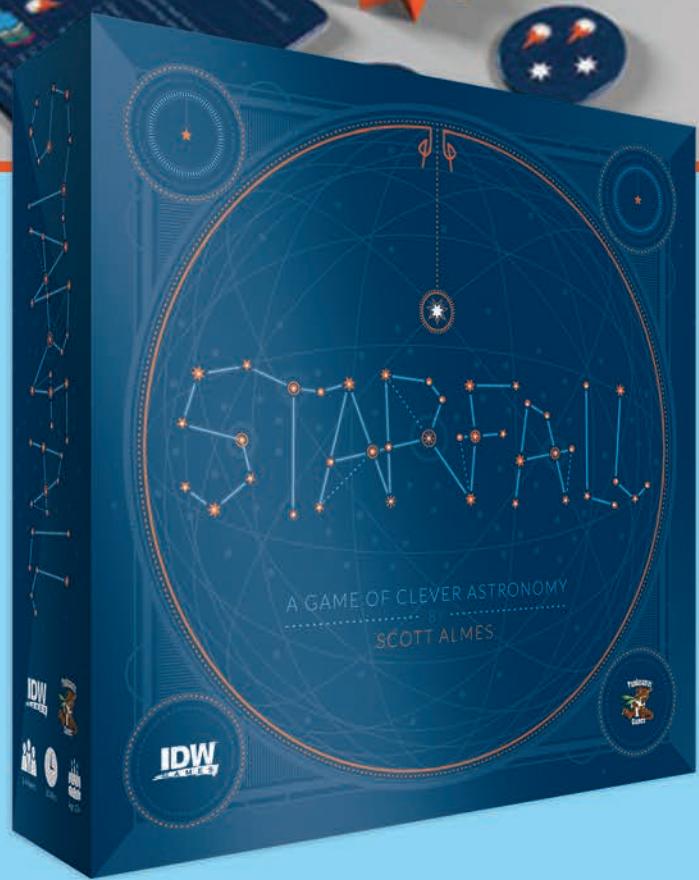
GGD JPG150 PI

KENZER & COMPANY

KNIGHTS OF THE DINNER TABLE # 239

Scheduled to ship in December 2016.

KEN 239 \$5.99



A GAME OF CLEVER ASTRONOMY

Game Design by Scott Almes | Art by Ian O'Toole

"StarFall is likely the most elegant game I've designed so far," says game designer, Scott Almes. "The rules are dead simple and can be taught in five minutes. However, each decision you make is going to be hard. Those simple actions turn out not to be so simple after all. The beauty of the game really comes out as you see how the game's economy unfolds through resource scarcity and player brinkmanship. I'm very proud of this streamlined yet intense little euro game, and Ian's awesome art for the game is just icing on the cake."

Playable in 30 minutes, lose yourself amongst the stars in this must-have game for all ages!

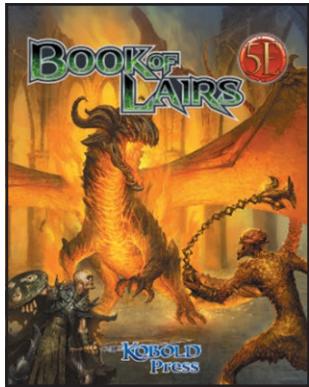
IDW
GAMES
idwgames.com



Starfall: A Board Game From IDW Games
NOVEMBER 2016

© 2016 by Pandasaurus Games. All Rights Reserved.
MSRP: \$29.99 | UPC: 827714011647

KOBOLD PRESS



DUNGEONS & DRAGONS RPG:

BOOK OF LAIRS

Book of Lairs brings you 24 malevolent monster lairs for 5th Edition! Each of these exciting and unusual battlegrounds comes with a complete short adventure, including a hook, area hazards, tactics, and treasures.

PZO KOBBO1 \$29.99

DUNGEONS & DRAGONS RPG:
TOME OF BEASTS - PAWNS

Whether you need dungeon vermin or a world-shaking personification of evil, this accessory unleashes 300 die-cut, heavy duty beastly pawns upon your 5th Edition campaign - everything from tiny drakes and peculiar spiders, to demon lords and ancient dragons.

PZO KOPAWN \$34.99

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON

YU-GI-OH! TCG:
DESTINY SOLDIERS
BOOSTER DISPLAY (24)

Dastardly Darklords! Pendulum Monsters! Destiny HERO Cards! Tap into the power of darkness with the Destiny Soldiers special booster set! DARK monsters are well-known in the Dueling world due to the wide variety of effects they possess, and every new monster in Destiny Soldiers is a DARK monster! This 60-card expansion for the Yu-Gi-Oh! Trading Card Game is offered in 5-card boosters packed in 24-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83013-D \$95.76

YU-GI-OH! TCG: INVASION -
VENGEANCE SPECIAL EDITION
BOX DISPLAY (10)

Invasion: Vengeance introduces Starving Venom Fusion Dragon, a nefarious Fusion Monster that can steal the identity of enemy monsters, taking their effects and even their name! Joining it is Dark Requiem Xyz Dragon, an upgraded form of the popular Dark Rebellion Xyz Dragon that spells the end of your opponent's monster effects and a new beginning for your fallen Xyz Monsters! Duelists can also look forward to two new themes as well as cards that greatly enhance themes from Clash of Rebellions, Dimension of Chaos, High-Speed Riders, Breakers of Shadow, Wing Raiders, The Dark Invasion, and Dragons of Legend - Unleashed. Offered in 10-count displays, each Invasion: Vengeance Special Edition for the Yu-Gi-Oh! Trading Card Game contains three Invasion: Vengeance Booster Packs, one Super Rare Card (either Dystopia the Despondent or Relinkuriboh), and one foil preview card (Crystron Rion or Yokotuner) from the upcoming 2017 booster set. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83035-D \$99.90

KOPLOW GAMES



TIME DICE SETS

Forget the hands on the clock, these unique Time Dice sport a more "digital" look, perfect for modern times! Each set of dice includes an "Hours" 12-sided die and a unique "Minutes" 12-sided die showing time in five-minute increments. Scheduled to ship in September 2016.

DAYTIME DICE KOP 18847 \$4.70

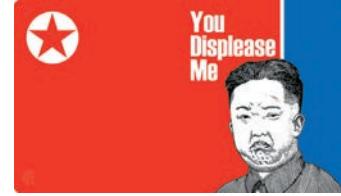
ELAPSED TIME KOP 18848 \$7.40

NIGHTTIME KOP 18844 \$4.70

LEGION SUPPLIES



BOOMSTICK PLAYMAT



GRUMPY KIM PLAYMAT

LGN PLM051 \$7.80



KITTEN PLAYMAT

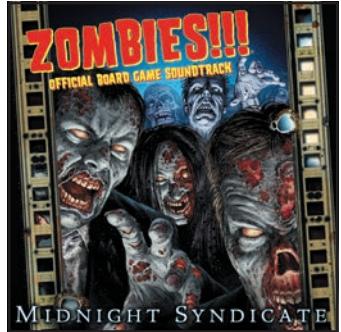
LGN PLM024 \$7.80

MIDNIGHT SYNDICATE

FANTASY MUSIC: ZOMBIES!!!
OFFICIAL BOARD GAME
SOUNDTRACK CD

Killing Zombies Never Sounded So Good! From the creators of the Dungeons & Dragons Official Roleplaying Soundtrack and the Origins Award and ENnie award-winning Call of Cthulhu-inspired soundtrack, The 13th Hour, comes the Zombies!!! Official Board Game Soundtrack. Take your undead gaming experience to the next level with orchestration and sounds designed to get your pulse racing and dice rolling! Scheduled to ship in September 2016.

MSY 1019 \$9.99



MODIPHIUS

MUTANT CHRONICLES RPG:
DARK LEGION CAMPAIGN

For 1200 years the Apostles have plotted their return. They have festered at the far reaches of our solar system, drawn in new recruits to their cause, and waited for the right signs to herald their re-emergence. Events once again transpire on Nero that begin a race against time in search of the remnants of war - an interplanetary dash to recover ancient technology that can prevent the forces of the Dark Legion from gaining a superior edge during their Second Coming! Unearth forbidden lore of the enigmatic Ancients, uncover new denizens and creatures, and discover comprehensive rules that cover everything from traversing Mercury's inhospitable surface, scouring the sands of Mars, and battling beneath the oceans of Venus in this massive campaign for Mutant Chronicles.

IMP MUH050007 \$57.99

MONGOOSE PUBLISHING

PARANOIA RPG:
CORE STARTER SET

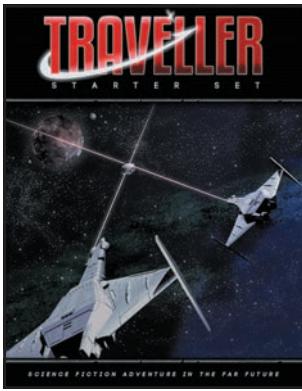
Welcome to Alpha Complex! Welcome to the ranks of the Troubleshooters! Welcome to Paranoid! As a Troubleshooter, you are a member of Alpha Complex's most expendable elite force. Tasked with finding trouble and shooting it, you will be hunting mutants, terrorists, traitors, secret societies, renegade bots, and DAIVs. You'll save Alpha Complex from its greatest threat - unless you accidentally become Alpha Complex's greatest threat! Completely rebuilt from the ground up, Paranoid is the classic RPG of a darkly humorous future, rebooted for a humorously dark present. All-new mechanics include a simple yet brilliant character-generation system, a bluffing-based card-driven combat system that encourages creativity, clever moves, and lying, special Computer Dice that mean even the simplest interaction can become hilariously fatal, in-game XP point rewards, and more advice to GMs than you can shake a stick at. Plus, three single-session adventures introduce you (p painlessly) to the new mechanics and background. Scheduled to ship in November 2016.

S2P MGP50000 \$59.99



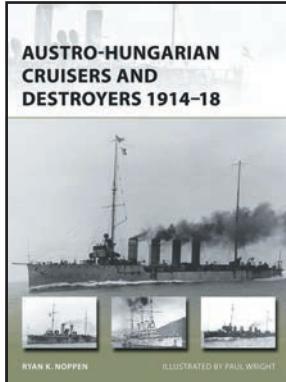
BOOMSTICK PLAYMAT

LGN PLM052 \$7.80

**TRAVELLER RPG: STARTER SET**

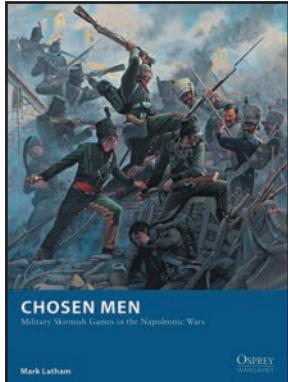
With a wealth of high-quality components, full-color rulebooks, and a brand-new campaign setting, the Traveller Starter Set contains everything you need to dive straight into the galaxy of the Far Future. Fully compatible with the latest edition of the Traveller Core Rulebook, the Starter Set provides a smooth route into the Traveller system, complete with easy-to-run adventures that introduce the rules gradually while forming part of an epic storyline that will see the Travellers gamble everything in defense of their homeworld against a terrible enemy, before setting out on a desperate mission across the stars. Spaceports, ancient civilizations, air/rafts, cold-steel blades, laser carbines, far distant worlds, and exotic alien beasts await in the futuristic universe of Traveller. Scheduled to ship in October 2016.

S2P MGP40008.....\$59.99

OSPREY PUBLISHING**AUSTRO-HUNGARIAN CRUISERS AND DESTROYERS 1914-18**

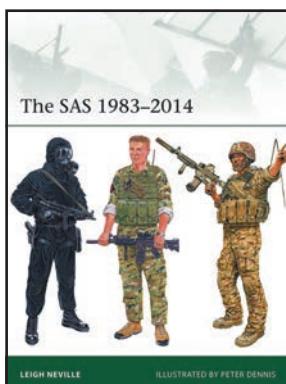
With the help of specially-commissioned artwork, author Ryan Noppen examines the cruisers and destroyers that the Austro-Hungarian Empire had at their disposal during World War I. His study covers their design and development, with thrilling combat reports highlighting the way in which the strategies evolved throughout the Adriatic Campaign. Scheduled to ship in December 2016.

OSP NVG241\$18.00

**CHOSSEN MEN: MILITARY SKIRMISH GAMES IN THE NAPOLEONIC WARS**

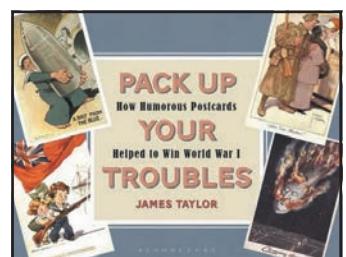
Chosen Men is a set of fast-action skirmish rules detailing the bloody skirmishes between light troops in the Napoleonic Wars. The primary focus of the game is on soldiers and NCOs in light 'flank' companies, as they scout ahead of larger forces and take part in man-to-man actions against enemy skirmishers. For the most part, officers are not swashbuckling super-heroes, but staunch commanders who rally and direct their men to achieve the battlefield objectives. Although the game uses an alternating action turn sequence, officers can use their influence to multiple units at the same time in an effort to steal the initiative. With all rolls resolved using standard 6-sided dice, this game combines a classic wargaming feel with modern wargame mechanics. Scheduled to ship in December 2016.

OSP OWG8097\$19.00

**THE SAS 1983-2014**

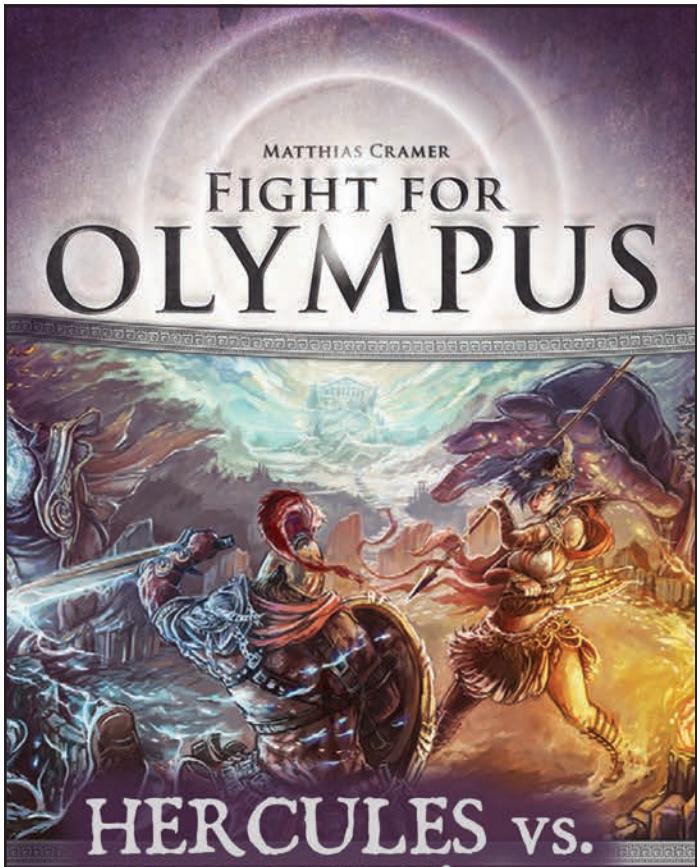
Highly-trained and immensely skilled, the SAS are widely regarded as one of the best Special Forces units in the world. This book charts the changing organization and operational emphasis of the regiment over the past twenty-five years, and sheds light on the SAS's involvement in the Troubles of Northern Ireland, their operations in Iraq and Afghanistan, and the widespread use of the SAS in counter-terrorism and counterinsurgency operations since 9/11. Scheduled to ship in December 2016.

OSP EU111\$11.61

**PACK UP YOUR TROUBLES: HOW HUMOROUS POSTCARDS HELPED TO WIN WORLD WAR I**

Pack Up Your Troubles is the first book of this kind to focus exclusively on the impact of British humor in the art of the picture postcards of World War One, both in the field and on the home front. Scheduled to ship in December 2016.

OSP CNW419\$20.00

**HERCULES VS. ODYSEUS!**

MAY THE BEST HERO WIN!



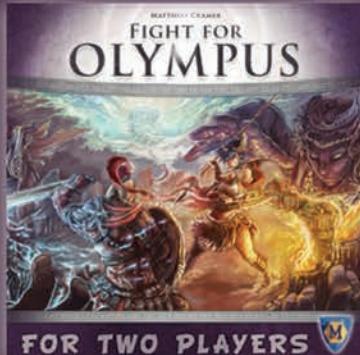
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20



8+



FOR TWO PLAYERS



Learn More!

Win an exciting
duel and become
the master of the
Greek pantheon!



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Games®**



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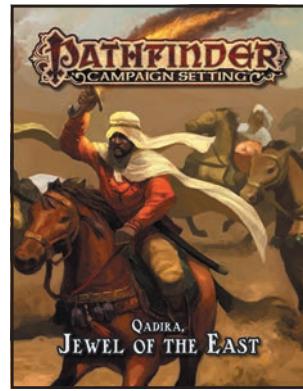


PAIZO PUBLISHING

**PATHFINDER ADVENTURE CARD GAME: MUMMY'S MASK ADVENTURE DECK 3 - SHIFTING SANDS**

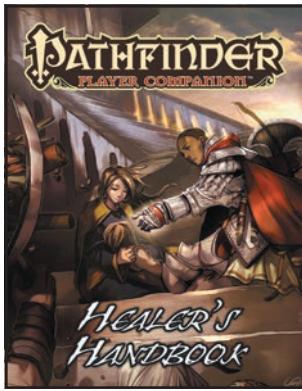
Your Mummy's Mask Adventure Continues! Travel to Tephu's vast and ancient library to uncover secrets about an ancient pharaoh and the cult attempting to resurrect him. The truth lies beneath the uncharted sands, in the pharaoh's hidden tomb, guarded by cultists who will stop at nothing to ensure their god-king remains undisturbed! The 110-card *Shifting Sands* Adventure Deck expansion adds five new scenarios to the *Pathfinder Adventure Card Game*, and includes new locations, villains, monsters, curses, traders, loot, and more. Scheduled to ship in December 2016.

PZO 6033 \$19.99

**PATHFINDER RPG: CAMPAIGN SETTING -****QADIRA: JEWEL OF THE EAST**

Nestled amid the shining deserts, rugged mountains, and mysterious jungles of the Inner Sea region's easternmost reaches is Qadira, a land rife with intrigue and adventure. Be it the clash of powerful merchants in the heart of a sprawling metropolis or the sinister machinations of fell spirits from the depths of the trackless desert, Qadira is a land where any hero can rise to power and achieve untold wealth - provided you know the right person and don't step on the wrong toes along your way! Scheduled to ship in December 2016.

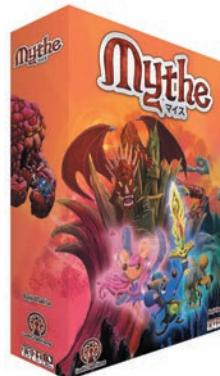
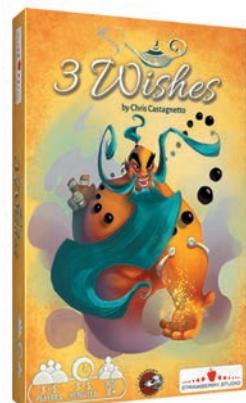
PZO 9299 \$22.99

**PATHFINDER RPG: PLAYER COMPANION - HEALER'S HANDBOOK**

Whether it's getting patched up after a fight, dealing with a debilitating disease you contracted in a dark dungeon, or negating the effects of a terrible poison in the middle of combat, eventually every adventurer needs a healer. But, healers have their own agendas, of course, and those don't always end at fixing up the ailments of their allies. In addition to new class options and abilities, the *Pathfinder Player Companion: Healer's Handbook* includes dozens of new healing-themed spells and magic items. Scheduled to ship in December 2016.

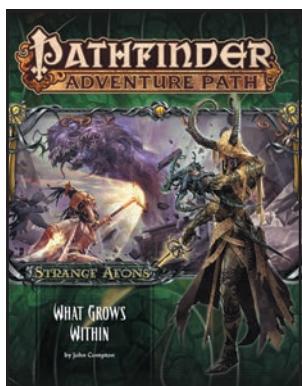
PZO 9475 \$14.99

PASSPORT GAME STUDIOS

**MYTHE**

The peaceful kingdom of Mythe is suddenly raided by the evil red dragon and his monster companions! The red dragon has taken away the golden Sacred Cheese, the symbol of the kingdom's prosperity and unity, and the fate of the kingdom is in peril! The brave young heroes of Mythe must now set out on a desperate journey to the dragon's castle and recover the Sacred Cheese. Scheduled to ship in October 2016.

PGS LDR1612000 \$30.00

**PATHFINDER RPG: ADVENTURE PATH - STRANGE AEONS PART 5 - WHAT GROWS WITHIN**

After finding the route to the lost city of Neruzavin, the adventurers must mount an expedition into the vast and deadly desert region called the Parchlands, where they hope to catch up to their treacherous former employer, and where a Great Old One slumbers! Continuing the *Strange Aeons Adventure Path*, *What Grows Within* is a *Pathfinder Roleplaying Game* adventure for 13th-level characters. Scheduled to ship in December 2016.

PZO 90113 \$24.99

**PATHFINDER RPG: FLIP-MAT CLASSICS - ARENA**

Whether you're fighting as a gladiator before a bloodthirsty crowd or challenging a corrupt king to trial by combat, *Pathfinder Flip-Mat Classics: Arena* has you covered. This portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in December 2016.

PZO 31013 \$13.99

**PATHFINDER RPG: MAP PACK - ARMADA**

Weigh anchor and prepare to attack! Whether heroes are defending their city from an enemy naval attack, boarding a pirate fleet to rescue an ally, or heading into battle with their seafaring allies, the armada is there to carry them into further adventures. This *Pathfinder Map Pack* provides 18 beautifully illustrated, 5" x 8" map tiles that can be combined into a variety of ship configurations, plus wet, dry, and permanent markers erase from these tiles! Scheduled to ship in December 2016.

PZO 4065 \$14.99

**SAVAGE WORLDS RPG: WEIRD WAR I PLAYERS GUIDE**

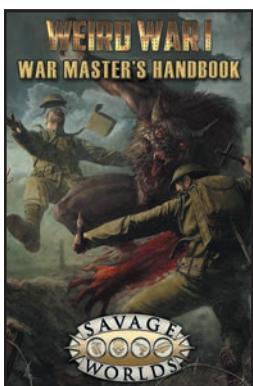
The world is at war! It's time to stand up, fix bayonets, and give the enemy hell in one of the most horrible wars ever to deface the world's fields and forests. Your country is counting on you, soldier! The *Weird War I Player's Guide* contains everything you need to make and equip characters from all the Allied and Central powers. You'll also find a batch of grisly Setting Rules for this most terrible of conflicts, the history of the war, and all the details you need to embrace dark and arcane secrets that may alter the outcome of the War to End All Wars! Scheduled to ship in October 2016.

S2P 10620 \$19.99

SAVAGE WORLDS RPG: WEIRD WAR I WAR MASTERS HANDBOOK

Things not of this Earth crawl and slither through the corpse-choked mud. Shapes beyond imagining move in dirty white chlorine clouds. Dark waters stir as the long-dead claw their way toward a sun they haven't glimpsed in a thousand years. War blazes across the world, drawing in millions and threatening an end to humanity itself. Men and women fight and die in the deserts of Africa, the mountains of Turkey, the trenches of Europe, and the cold seas of the Atlantic. And in the fear and violence of war, dark things rise. The *Weird War I War Master's Guide* contains the secret history of the Great War, two Plot Point Campaigns, Savage Tales, the Mission Generator, a narrative mission system, notorious heroes and villains, and a menagerie of twisted horrors to confront your brave heroes with. Scheduled to ship in October 2016.

S2P 10621 \$19.99



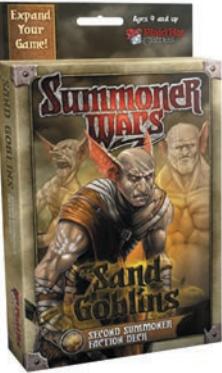


PLAID HAT GAMES

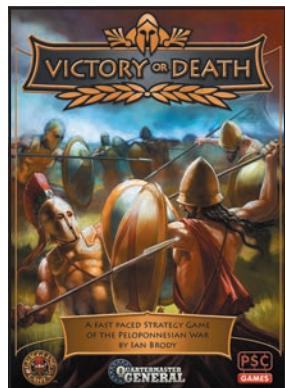
SUMMONER WARS:**SECOND SUMMONER CARD DECKS**

Each Second Summoner Deck for Summoner Wars comes complete with a full faction deck with its own Summoner, a set-up card, Champions, Commons, Walls, and Event Cards. Scheduled to ship in August 2016.

BENDERS ZMG PHG16034	\$9.95
DEEP DWARVES ZMG PHG16031	\$9.95
THE FILTH ZMG PHG16027	\$9.95
MERCENARIES ZMG PHG16028	\$9.95
MOUNTAIN VARGATH ZMG PHG16030	\$9.95
SAND GOBLINS ZMG PHG16032	\$9.95
SHADOW ELVES ZMG PHG16033	\$9.95
SWAMP ORCS ZMG PHG16029	\$9.95



PLASTIC SOLDIER COMPANY

**QUARTERMASTER GENERAL:
VICTORY OR DEATH**

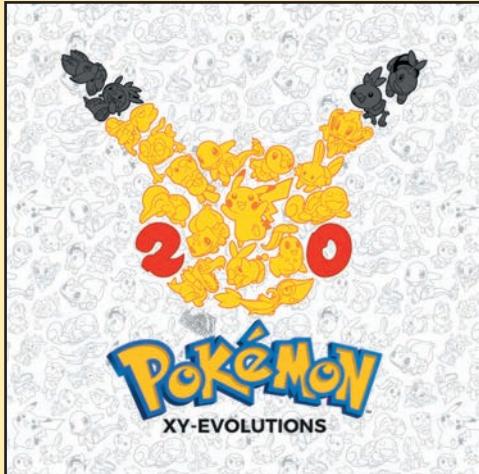
The Peloponnesian War in Ancient Greece 431-404: a 27-year-long struggle involving dozens of city states aligning themselves with either the Demos, led by Athens, or the Oligarchs, led by Sparta. Utilizing the game mechanics from *Quartermaster General*, *Victory or Death* is a fast-paced, card-driven game depicting this epic clash of ideologies.

PSC GGM00006

\$50.00

POKÉMON USA

FEATURED ITEM

**POKÉMON TCG: XY EVOLUTION BOOSTER DISPLAY (36)**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80155-D

POKÉMON TCG: COLLECTION CHEST TIN BOX

PUI 80174..... PI

POKÉMON TCG: MYTHICAL GENESECT COLLECTION BOX

PUI 80095..... PI

POKÉMON TCG: WORLD CHAMPIONSHIPS DECK DISPLAY (8)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80153-D

PI

POKÉMON TCG: COLLECTOR'S PIN THREE PACK BLISTER BOX

PUI 80190..... PI

POKÉMON TCG: XY EVOLUTION COLLECTOR'S ALBUM DISPLAY (12)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80167

PI

PI

POKÉMON TCG: MEGA EX BEEDRILL PREMIUM COLLECTION BOX

PUI 80169..... PI

POKÉMON TCG: MEGA EX GARCHOMP & MEGA EX SALAMENCE PREMIUM COLLECTION BOX

PUI 80170..... PI

PI

PI

PORTAL

**IMPERIAL SETTLERS:
AZTECS EXPANSION**

The Glory of the Gods! The Aztecs bring religion and a pantheon of gods to the world of *Imperial Settlers!* Gain favor from the Gods by building temples and blessings from priests and monks through prayer and by organizing festivals and ceremonies. Scheduled to ship in December 2016.

PSI PLG0347

\$30.00

POSTHUMAN STUDIOS

FATE RPG: TRANSHUMANITY'S FATE CAMPAIGN SETTING

Extinction is Coming! Will you fight it? In *Transhumanity's Fate*, you play secret agents protecting the scattered remnants of transhumanity from threats that could wipe it out once and for all. You might be a crusading hacktivist, an anarchist militia fighter, a planet-hopping xenoscientist, a psychic detective, or a social networker owed favors by all the right people. You're a transhuman - a genetically modified human, an intelligent animal, a mind in a robotic shell, or even a bodiless artificial generalized intelligence. Your body is heavily upgraded, and your mind can communicate with every electronic device around it. You'll need every advantage, because you're up against mutants infected with an alien virus, WMD dealers, corrupted AGI god-minds, shifty amoeboid alien merchants, rampaging alien wildlife, and the ultimate threat: transhumanity's own self-destructive capabilities. *Transhumanity's Fate* brings technothriller espionage and horror in the world of *Eclipse Phase* to the *Fate Core* system.

PSI PS21003.....



\$19.99

PRIVATEER PRESS

HORDES

Scheduled to ship in November 2016.

**CIRCLE ORBOROS MEGALITH HEAVY WARBEAST**

PIP 72097

\$59.99



**LEGION OF EVERLIGHT
BLIGHTED NYSS WARLORD SOLO**
PIP 73103\$14.99



**MERCENARIES MAJOR HARRISON
GIBBS LLAELESE TRENCHER SOLO**
PIP 41134\$14.99



FRAZER'S FIGHTER MALE
RPR 59047-NEW\$6.29



WITCHHUNTER FEMALE
RPR 59042-NEW\$6.29



**MINIONS FARROW BRIGANDS/
FARROW COMMANDOS UNIT**
PIP 75067\$49.99



**SKORNE PRAETORIAN KARAX
COMMANDER & STANDARD
COMMAND ATTACHMENT**
PIP 74096\$29.99

NO QUARTER MAGAZINE #69
Scheduled to ship in November 2016.
PIP NQ69\$8.50

WARMACHINE
Scheduled to ship in November 2016.



**KHADOR CONQUEST/VICTOR
COLOSSAL WARJACK**
PIP 33109\$109.99



**MERCENARIES HAMMERFALL
SIEGE CRAWLER RHULIC
BATTLE ENGINE**
PIP 41119\$84.99

REAPER MINIATURES

SAVAGE WORLDS RPG



CRUSADER FEMALE
RPR 59044-NEW\$5.99



CRUSADER MALE
RPR 59045-NEW\$7.79



FRAZER'S FIGHTER
RPR 59046-NEW\$5.99



WITCHHUNTER MALE
RPR 59043-NEW\$6.79

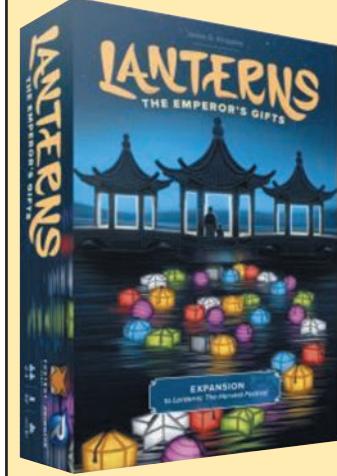
RED KNIGHT CARD GAMES



SWORD OF KINGS
The king is dead, killed by the evil dragon living in the Volcanic Mountain. The kingdom is now divided as the knights fight each other to prove their claim to the throne. It is foretold that the only way to unite the land is to wield the Sword of Kings, but the Dragon carried the sword away to its Lair. Do you have what it takes to become king by defeating the dragon and its minions to regain the sword? Scheduled to ship in November 2016.
RED 001\$19.99

RENEGADE GAMES STUDIOS

FEATURED ITEM



LANTERNS: THE EMPEROR'S GIFTS EXPANSION

The emperor desires pavilions be built throughout the lake to give observers the best view of the lanterns. Build pavilions, earn gifts from the emperor, and redeem them for powerful actions to make this the best harvest festival yet with *The Emperor's Gifts*, the first expansion for the award-winning *Lanterns: The Harvest Festival*. Scheduled to ship in January 2017
RGS 00558\$20.00

The Blood of an Englishman

By Dan Cassar



Fee Fi Fo Fum...

November 2016

www.renegadegames.com



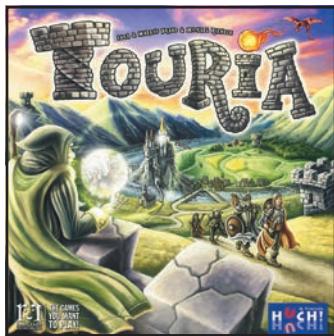
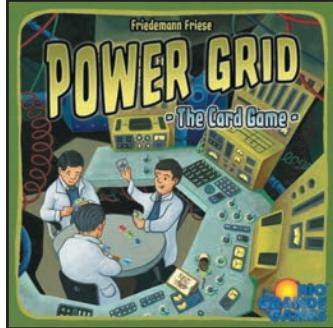
RENEGADE
GAME STUDIOS

RIO GRANDE GAMES

POWER GRID: THE CARD GAME

Players take the roles of CEOs of power companies, each trying to out-produce the others in electricity. Much like Power Grid Deluxe, it includes a two-player version of the game where players play 'Against the Trust.' Scheduled to ship in November 2016.

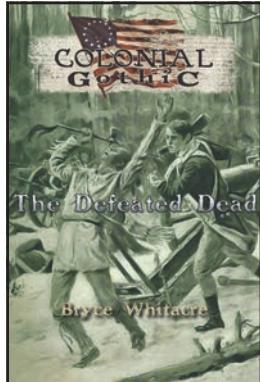
RRG TBA PI

**TOURIA**

Twisting Tower, Magic Power! The family game *Touria* invites you to countless adventures in the land of the Dancing Towers! Who is brave, clever, and heroic enough to defeat dragons, collect gems, and garner the king's blessing to marry princess Tara or prince Talan? Keep an eye on the twisting towers - they will lead you all the way to win the royal heart! Scheduled to ship in November 2016.

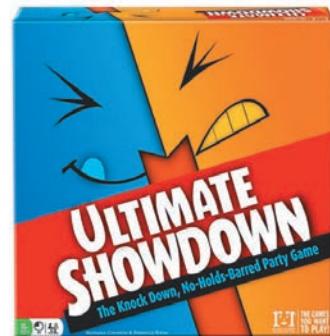
RRG 475 \$39.99

ROGUE GAMES

**COLONIAL GOTHIC RPG: THE DEFEATED DEAD**

It was on a cold morning on November 4, 1791, when the U.S. Army met its greatest defeat. Now, three years later, efforts are underway to build a new fort on the site of St. Clair's Defeat. But, numerous problems plague the construction, rumors of the British spurring the Native Tribes in actions against the United States are spreading, and the dead of Fort Recovery want their vengeance! Set in the Northwestern Territories, *The Defeated Dead* is an adventure for *Colonial Gothic*. Scheduled to ship in October 2016.

S2P RGG1804 \$14.99

**ULM**

Ulm, a hub of vibrant trading! The construction of the cathedral is well underway, trade blossoms, and the townspeople are bustling about. Who will become the most influential citizen and leave his mark on the city and its history? Scheduled to ship in November 2016.

RRG 495 \$39.99

ULTIMATE SHOWDOWN

Showdown is the knockdown, no-holds-barred party game that pits famous people and characters in a battle to decide once and for all - who can triumph under the situation at hand? Will it be the Easter Bunny vs. Ben Franklin for Best Babysitter? Or will Ghengis Khan beat out Frank Sinatra for Best Roadtrip Companion? You pick the challenges and YOU try to get your picks to WIN!

RRG 948 \$19.99

R & R GAMES

**COIN QUEST**

In *Coin Quest*, a diabolical, winner-take-all bidding game, you are a part of a mysterious cabal of elite coin collectors, seeking to outbid and outsmart your peers in an informal auction to acquire the most valuable coins. Scheduled to ship in November 2016.

RRG 340 \$34.99

PICKLE LETTER

Just Dill With It! In *Pickle Letter*, the lightning-fast, letter-matching game where you pick a peck of Pickleletters for a jarring good time, time is ticking in a race to match the most letters before your opponents find them first. But, things can go sour fast! You'll be in a pickle if it doesn't all match up and your opponents prove you wrong! Scheduled to ship in September 2016.

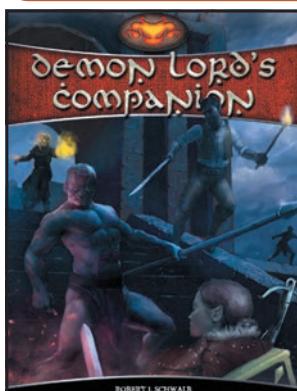
RRG 937 \$15.99

SCHWALB ENTERTAINMENT

SHADOW OF THE DEMON LORD: DEMON LORD'S COMPANION

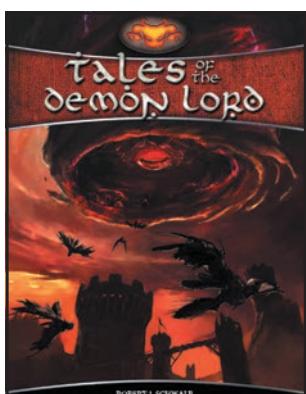
Fight the Shadow - or Fall! As the Demon Lord's influence creeps across the land, it touches more people, awakening in them crippling dread, tempting them to commit unspeakable acts, or to rise up and take a stand and fight back against the spreading darkness. In the end times, all must choose a side: to save the world, or watch it burn! The *Demons Lord's Companion* provides a host of new options for players and Game Masters, alike. Scheduled to ship in November 2016.

S2P SDL1001 \$19.95

**SHADOW OF THE DEMON LORD: TALES OF THE DEMON LORD**

The End Starts Here! The signs are everywhere. The mad prophets shriek dire warnings on the streets of Crossings, while strange monsters roam the lands beyond the city's walls. Strange cults flourish in the lawless wilds, while the undead muster in the desert wastes to the north. The end is near, but is it too late to stop it? *Tales of the Demon Lord* presents eleven adventures set in the lands of the Northern Reach, the far-flung province of a dying empire. In addition, this sourcebook for *Shadow of the Demon Lord* contains detailed information about the city of Crossings and a selection of new creatures to terrorize the Northern Reach and beyond. Scheduled to ship in November 2016.

S2P SDL1003 \$19.95

**HASHTAG ME!**

Hashtag Me! is the party game that will have you in #STITCHES! One player shares an anecdote while the others chime in with comments via their hashtag cards. Try to stay #focused through the belly laughter in this game of hilarious social interpretation! Scheduled to ship in October 2016.

RRG 872 \$15.99

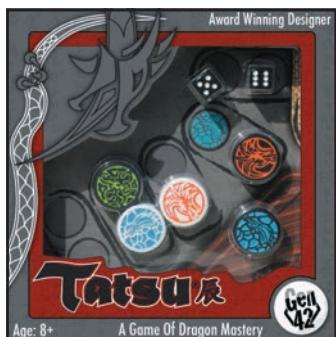
SLUGFEST GAMES



RED DRAGON INN: ALLIES - KEET & NITREL EXPANSION

Goblins who adventure together, party together! Keet and his sister Nitrel have spent their lives exploring dungeon treasure vaults across the land - and blowing them up! Keet's knack for locating ancient treasures pairs well with Nitrel's penchant for blasting holes in ancient walls. These goblin siblings bring new mechanics and fun to *The Red Dragon Inn*, and come with custom Player Mats and Deck Dividers that are compatible with *The Red Dragon Inn 5: The Character Trove*. IMP SFG025.....\$24.95

SMARTZONE GAMES



TATSU

In *Tatsu*, a fast-paced, backgammon-style game of dragon mastery, players use stacks of dragon stones with three different powers (Fire, Water, or Vines) and tiles to either burn, wash away, or entangle their opponent's stones.

TCI 019\$37.50

SQUARE ENIX



CHOCOBOS CRYSTAL HUNT CARD GAME

Help the Chocobos out on their Crystal hunt! Send your cute Chocobos on a journey to steal your opponents' crystals - before they steal yours! Use your intuition and observation skills in this fast-paced, fun, and addictive game for all ages. Scheduled to ship in October 2016.

DIA STL023767PI

STEAMFORGED GAMES

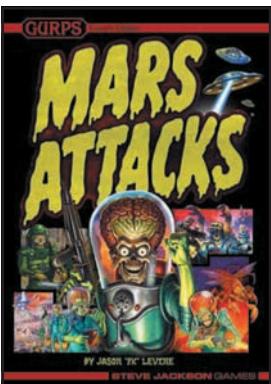


DARK SOULS

Prepare to Die! *Dark Souls: The Board Game* is a brutal, fiendishly challenging, deeply immersive combat exploration game set in the *Dark Souls* universe. Players choose from a number of core character classes and explore dangerous locations full of monsters, treasures, and deadly boss fights. Scheduled to ship in January 2017.

SFG TBAPI

STEVE JACKSON GAMES



GURPS: 4TH EDITION - MARS ATTACKS

Earth Is Under Attack! The Martians descended upon Earth without warning. As Saucers filled the skies, blaster-wielding soldiers, giant insects, and unstoppable robots slaughtered the human defenders on the ground. It could have been the end of humanity - if not for the brave scientists of the Novas Vira! Defend the Earth, or play as the Martian invaders and conquer it in *GURPS: Mars Attacks!* Are you among the conquerors here to grant Earth the honor of being added to the Martian Empire? Or are you fighting to save your planet - either on your own or as part of the Novas Vira, Tiger Corps, or United Earth Alliance? Play as unprepared civilians stepping up to face Martian raiders, bold saucer pilots defending troops from waves of human jets, high-level officers making decisions that impact the entire war, or anyone else you can imagine! But, it'll take more than a fighting spirit to win this war, and *GURPS: Mars Attacks* details all the weapons, defenses, vehicles, and strange inventions of both sides, as well as streamlined rules to make new ones. Scheduled to ship in December 2016.

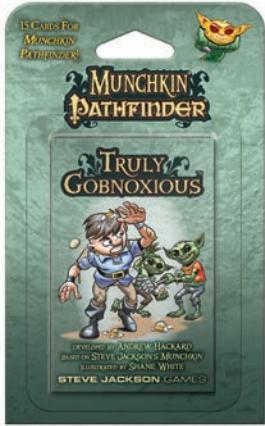
SJG 01-2510.....\$24.95

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MUNCHKIN PATHFINDER: TRULY GOBNOXIOUS BLISTER PACK

Can you ever really have too many goblins? Is your goblin horde more of a goblin clique? Not for long! Why just be a little excessive when you can be *Truly Gobnoxious*? Swell your goblin ranks with this *Munchkin Pathfinder* booster packed with 10 new monster cards and five goblin-related treasures featuring all-new illustrations by Shane White (*Munchkin Pathfinder Guest Artist Edition*)! Scheduled to ship in December 2016.

SJG 4424 \$5.95

SURFIN MEEPLE

DRAKERYS

Scheduled to ship in December 2016.



ACCESSORY BOX - SCENERIES SET A

PSI SMPACLE0502 \$45.00



ACCESSORY BOX - SCENERIES SET B

PSI SMPACLE0503 \$45.00



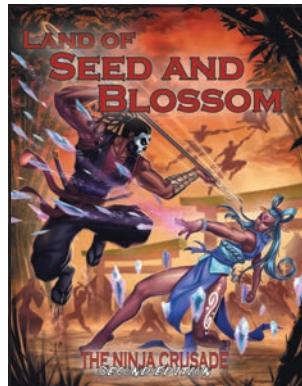
ACCESSORY BOX - SCENERIES SET C

PSI SMPACLE0504 \$45.00

MAELSTROM TROOPS UNIT BOX - 4 ELEMENTAL HERALS

PSI SMPNAUB1301 \$20.00

THIRD EYE GAMES



WU XING 2ND EDITION: LAND OF SEED AND BLOSSOM

We Will Take Back Our Home! The Izou Empire has occupied the Land of Seed and Blossom for 400 years, and the Blossom people have been powerless to fight back. The nation is peaceful by nature, but the years of oppression and atrocities upon its people have become too much. The rumble of descent has begun - this is the time! Prepare for the Uprising! *Land of Seed and Blossom* is a sourcebook for *The Ninja Crusade 2nd Edition* that focuses on one of the Five Kingdoms. Scheduled to ship in October 2016.

S2P 3EG107 \$19.99

FORCE OF WILL: THE MOONLIT SAVIOR 6FT TABLE PLAYMAT

UPI 85114 PI



FORCE OF WILL: THE MOONLIT SAVIOR 6FT TABLE PLAYMAT

UPI 84731 PI

JUMBO D20 PLUSH DICE

UPI 84949 PI



MAGIC THE GATHERING: BRAINSTORM CUB3 DECK BOX

Scheduled to ship in September 2016.

UPI 86451 PI



MAGIC THE GATHERING: JACE, THE MIND SCULPTOR CUB3 DECK BOX

Scheduled to ship in September 2016.

UPI 86438 PI

ULTRA-PRO



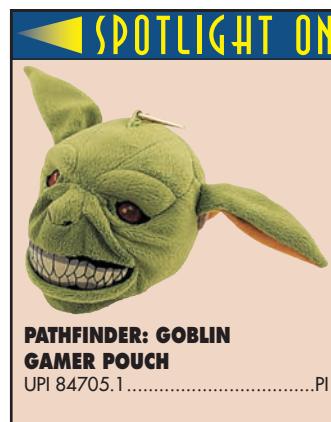
THE ARK PREMIUM WOODEN DICE TRAY

UPI 84755 PI



D6, 12 DICE SET, WHITE

UPI 84617 PI



SPOTLIGHT ON PATHFINDER: GOBLIN GAMER POUCH

UPI 84705.1 PI

STONEMAIER GAMES



SCYTHE: INVADERS FROM AFAR

While empires rise and fall in Eastern Europa, the rest of the world takes notice. Two distant factions, Albion and Togawa, send emissaries to scout the land and employ their own distinct styles of conquering. This expansion to *Scythe* adds two new factions, and includes new cardboard tokens, two new player mats, six Automa cards, and a custom plastic insert. Scheduled to ship in December 2016.

GTM STM615 \$30.00



VITICULTURE: TUSCANY ESSENTIAL EDITION

Old-world Tuscany awaits your winemaking skill and strategic cunning! *Viticulture Essential Edition* features three expansion modules to *Viticulture: The Strategic Game of Winemaking*. Scheduled to ship in November 2016.

GTM STM305 \$30.00



ARMY BOX - ASHRAL ORCS

PSI SMPASAB3201 \$60.00



ARMY DICE - GAME LOGO

PSI SMPACSP0009 \$12.00

HAPPY MUNCHKIN HAUL-IDAYS



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PRO-MATTE 100CT CLEAR STANDARD SIZE DECK PROTECTOR SLEEVES
UPI 84731.1 PI



FARTOKS BLACK GUARD (10 MODELS)
WLW WGA-GAR-11 PI



FREEBORN STRIKER ATTACK SKIMMER
WLW WGA-FRB-09 PI



TITAN 20-SIDED DICE - 40MM, IVORY
UPI 84854 PI

WARLORD GAMES

BOLT ACTION
Scheduled to ship in September 2016.



SHERMAN FIREFLY VC
WLW WGB-BI-505 PI

GATES OF ANTARES
Scheduled to ship in September 2016.



ALGORYN DROP CAPSULE ASSAULT PACK
WLW WGA-ALG-18 PI



C3T7 TRANSPORTER DRONE
WLW WGA-CON-10 PI



FARTOKS BLACK GUARD (10 MODELS)
WLW WGA-GAR-11 PI



FREEBORN STRIKER ATTACK SKIMMER
WLW WGA-FRB-09 PI

KONFLIKT 47

Scheduled to ship in September 2016.



GERMAN STARTER SET
WLW K47-201 PI



US STARTER SET
WLW K47-401 PI

PROJECT Z

Scheduled to ship in September 2016.



ZOMBIE BLACK DICE PACK
WLW WGZ-ZOM-21 PI

ZOMBIE RED DICE PACK
WLW WGZ-ZOM-20 PI

WHITE WIZARD GAMES

EPIC UPRISING DISPLAY (24)
Scheduled to ship in November 2016.
WWG 312 \$119.76



STAR REALMS UNITED DISPLAY (24)

Scheduled to ship in November 2016.
WWG 018 \$119.76

WILDFIRE



SPACE POO

In Space, No One Can Hear You Fling Poo! It was one of those missions. The ones where they send monkeys into space to make sure it's safe for humans. Lucky for you, you're that crack simian space station crew - but, the astronaut food isn't cutting it! Now, there's only one thing to do - fling poo in zero-gravity! From the creators behind the award-winning Poo! and Nuts! card games comes Space Poo! Scheduled to ship in December 2016.
PSI WDF11071 \$9.99



WILLY MAYKIT

Willy Maykit has a problem. He's been dragged to the shopping mall on Black Friday by his friend Betty Woent, and that giant coffee-like drink has run right through him! If he doesn't find a restroom pronto, he may have a rather unfortunate accident! Willy Maykit is a casual "take that" card game of managing (Bladder) Control. You don't want to run out of Control. That's when you have an Accident. In a public place. Embarrassing! Scheduled to ship in December 2016.
PSI WDF11110 \$9.99

WIZARDS OF THE COAST

FEATURED ITEM



AETHER REVOLT

MAGIC THE GATHERING CCG: AETHER REVOLT

Ingenuity will only get you so far when the revolt comes. It's time to take the power back in Aether Revolt, the second 184-card expansion in the Kaladesh block for Magic: The Gathering.

BOOSTER DISPLAY (36)	WOC B67920000	\$143.64
BUNDLE	WOC B67950000	\$42.99
DECK DISPLAY (6)	WOC B67940000	\$89.94

M2 DECK BOX



NEW COLORS!

- Holds 75 double-sleeved cards
- Strong magnetic closure
- Includes removable tray for dice, tokens & game accessories
- Unique styles to fit your gameplay



85041
Cookie Jar

85043
Iceberg Lounge

85042
Outer Rim

(Cards & accessories not included)

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FEATURED ITEM



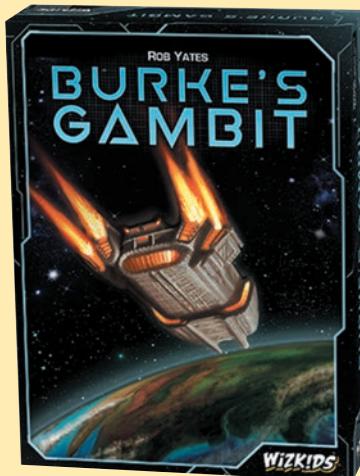
BLANK WHITE DICE GAME

Roll, Activate, Win! In Blank White Dice, a thrilling new take on dice games, players roll the game dice to activate the icons on the die - then gain enough points to win the game! But, if a player rolls a 'blank face', they'll need to get creative and show their artistic skills by drawing their own icons on the faces of their dice! Some icons will grant players points, cause opponents to lose points, or force competitors to reroll. Scheduled to ship in October 2016.

WZK 72735 \$19.99



FEATURED ITEM



BURKE'S GAMBIT

Speeding through space, Burke's Gambit is a rugged company freighter on an extremely important mission - its seasoned crew is tasked with finding powerful alien technology. But, what they discover, instead, is something far more dangerous! A parasitic organism has made its way into the ship and inside the body of one of the crew members - and someone has sabotaged the freighter's engines, forcing the ship, its crew, and the said organism on a collision course with Earth! Now the race is on to uncover

the infected crew member(s), eject them from the airlock, and prevent a disaster of cataclysmic proportions in this fast-paced game of rampant peril & paranoia! Scheduled to ship in December 2016.

WZK 72790 \$19.99

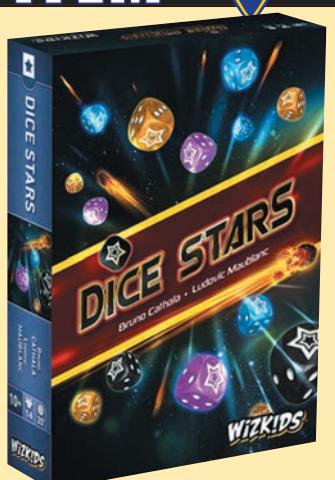
FEATURED ITEM



DICE STARS

From designers Bruno Cathala and Ludovic Maublanc (Mr. Jack, Dice Town, Cyclades)! In Dice Stars, players roll their dice, then simply and strategically select colors, numbers, or stars at the right time to score the highest points! Scheduled to ship in November 2016.

WZK 72780 \$19.99

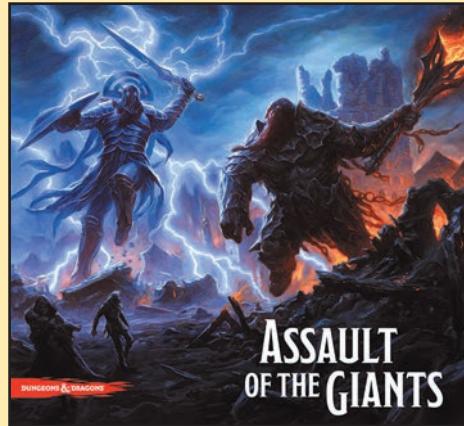


FEATURED ITEM



DUNGEONS & DRAGONS ASSAULT OF THE GIANTS BOARD GAME

A Dungeons & Dragons board game designed by Andrew Parks, Assault of the Giants challenges 2-6 players to command one of the six types of giants and claim the right to rule over all giantkind. Command



ASSAULT OF THE GIANTS

giants and assault settlements to score points and secure important resources, including food, treasure, ore, and runes. Also, pursue special agendas based upon their race - Storm Giants seek to restore their lost monarch, King Hekaton, Cloud Giants covet an ancient dragon treasure trove, and Hill Giants crave an abundance of food with which to feed their massive leader, Chief Guh. Scheduled to ship in March 2017

WZK 72185 \$99.99

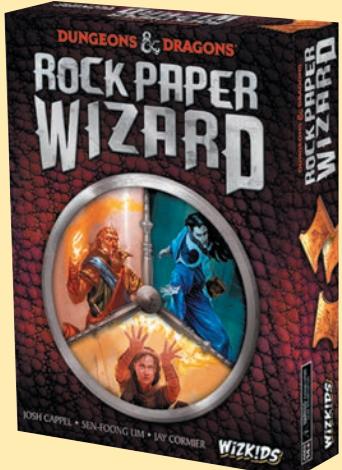
FEATURED ITEM



DUNGEONS & DRAGONS: ROCK PAPER WIZARD

A fast-paced, high-energy card game that combines strategy, luck, and a wee bit of hand coordination, players in this brand-new Dungeons & Dragons edition of Rock Paper Wizard have just defeated a fiery dragon in a treacherous cave. Now, you and your fellow wizards argue over how to distribute the shares of treasure left behind and do what every self-respecting wizard does - initiate a spell battle! Choose your wizard's spell and cast some magic by repeating one of the hand gestures found on the cards in front of you. Each card describes the spell's effect, which can push an opponent towards the exit, advance yourself towards the hoard, or manipulate the coins each wizard must collect to win. The first wizard to collect 25 gold pieces wins! Scheduled to ship in January 2017.

WZK 72789 \$19.99



FEATURED ITEM



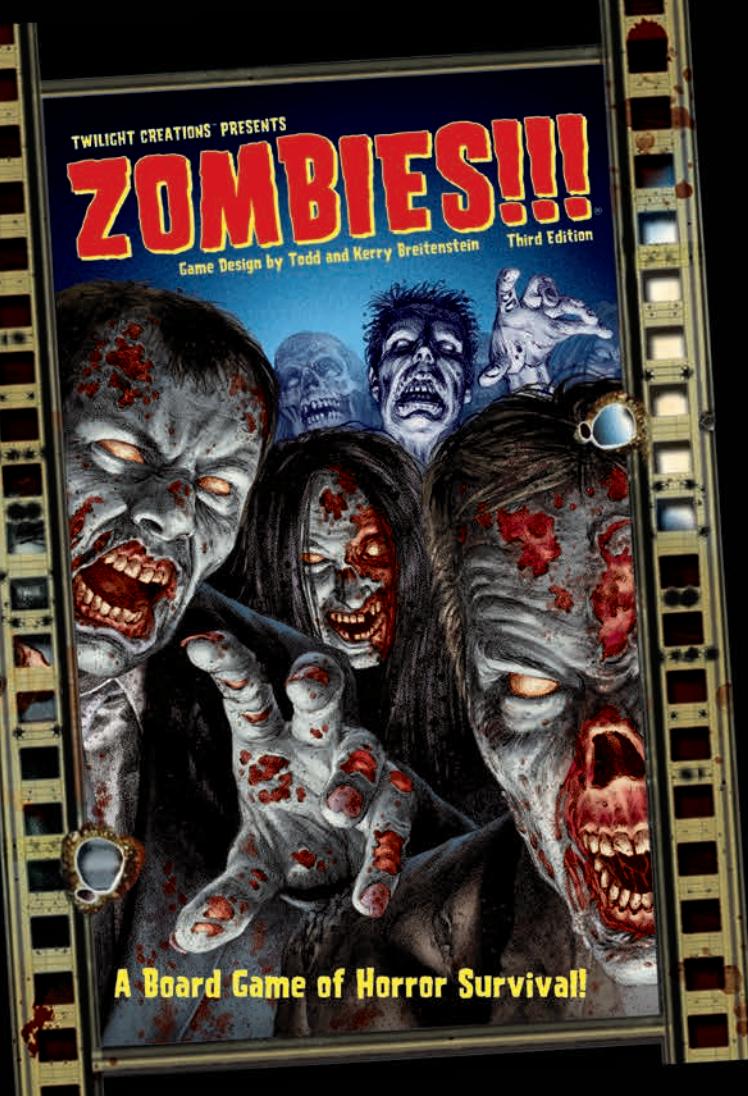
STAR TREK ATTACK WING: BORG SPHERE 4270 EXPANSION PACK (2016 EDITION)

Even though it is considered a scout ship by the Borg, the Borg Sphere is a tremendous and powerful vessel that utilizes many of the Borg's technologies and weaponry. The Borg's tractor beam is superior to all others and a Borg ship can hold even the



largest of ships in place with it while it dissects them with its cutting beam. Scheduled to ship in January 2017.

WZK 71283-NEW \$14.99



ZOMBIES!!! puts you in the middle of the action as you try to escape the relentlessly advancing zombie horde. Players must use a combination of wits and brawn to be the first to the helipad and certain escape. The only problem is, the zombies are everywhere and they appear to be very hungry.

The game, for two to six players, features an ever-changing map and an ever-growing army of the undead. Players take turns playing map tiles, placing zombies, running furiously, fighting and generally creating havoc for the opposition. Combined, this makes **Zombies!!!** a different game everytime you play it.

**The helicopter is about to leave,
will you make it?**

www.twilightcreationsinc.com TLC 2011 SRP \$29.99



**15 Years of Undead Fun in a
Box at a Reasonable Price**





FEATURED ITEM

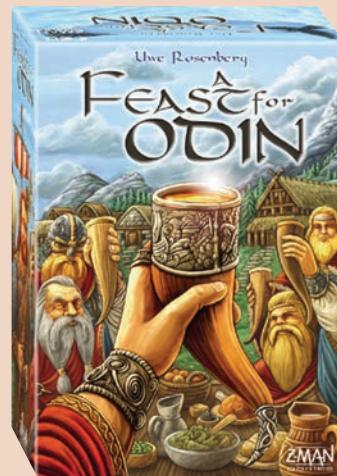
**STAR TREK ATTACK WING: FEDERATION U.S.S. DEFIANT EXPANSION PACK (2016 EDITION)**

The U.S.S. Defiant is a state-of-the-art Federation escort ship equipped with major weapon and tech upgrades including quantum torpedoes, ablative armor, and a Romulan cloaking device. The ship's captain, Benjamin Sisko, commanded the vessel in defense of Deep Space 9, and later during the massive battles that took place against the Dominion forces during the Dominion War. Scheduled to ship in January 2017.

ZWK 71268-NEW \$14.99

Z-MAN GAMES

SPOTLIGHT ON

**A FEAST FOR ODIN**

Delve into the world of Vikings and dabble in trading, hunting, raiding, pillaging, plundering, and more raiding! Build houses, explore new worlds, and every round, have a feast in Odin's name. Scheduled to ship in October 2016.

ZMG 71690 \$99.99

ZVEZDA

GERMAN SD.KFZ. 184 TANK DESTROYER FERDINAND

ZVE 6195 \$4.95

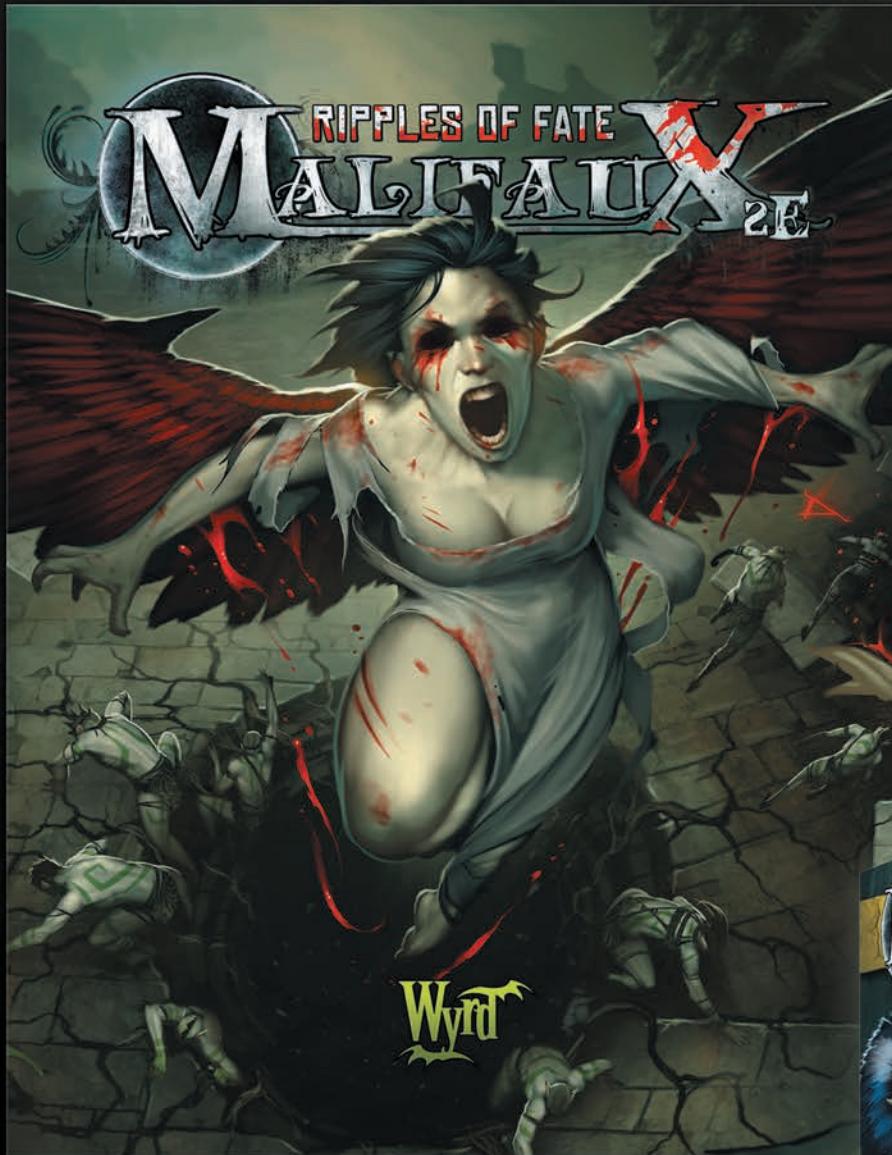
SOVIET T-34/76 MEDIUM TANK

ZVE 6159 \$4.95

SOVIET T-34/85 MEDIUM TANK

ZVE 6160 \$4.95

MALIFAU^X_{2E}



WYR20038 - RIPPLES OF FATE - \$45

WYR20037 - GENERALIST UPGRADE DECK 2 - \$10

Isle of Skye

LIKED IT! THEY

REALLY LIKED IT!

ISLE OF SKYE

MFG 3509 \$37.00 | Available Now!

As we bask in our post-Gen Con glow here at Mayfair Games, we thought we'd share some information on one of our favorite games, *Isle of Skye*!

First off, we'd be remiss if we didn't congratulate our friends and coworkers at Lookout Games, as well as Andreas Pelikan and Alexander Pfister on winning the *Kennerspiel des Jahres* for 2016, for the tremendous game *Isle of Skye*! The *Kennerspiel* was created in 2011 to recognize excellence in "connoisseur" or "expert" games. This award must be extra sweet for Andreas and Alexander, who are repeat winners from last year.

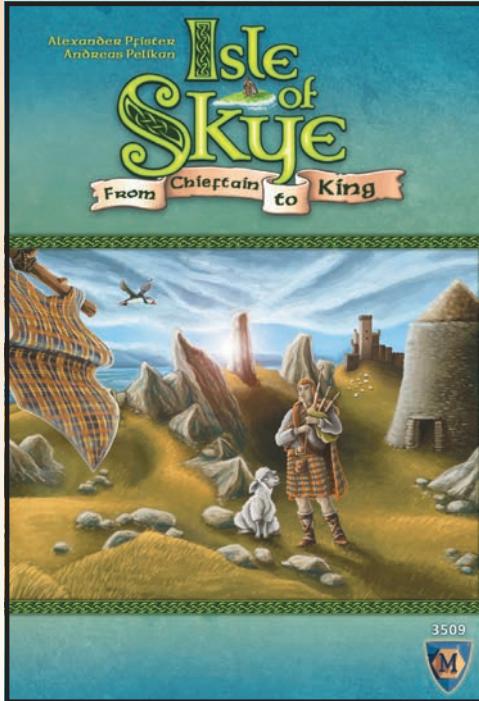
Isle of Skye is a tile-laying game where characters advance from Chieftain to King. They do this by being shrewder than their opponents. While at first the game may seem like a million other tile-laying kingdom-builders, in *Isle of Skye* players are buying and selling land in a way that benefits them more than their opponents.

What land is valuable will vary from game to game, thanks to the game's innovative scoring system. Four victory conditions are drawn from a pool of 16 each game, and each of these four will score at different times throughout the game. Thus, that cattle-rich pasture might merely be a pretty little plot of land one game, and vital for victory the next.

The victory conditions in the game are keyed around the land tiles, each of which contains various resources you'll use to secure victory. Tiles are most definitely *not* equal and players will vie for the best tiles over the course of the game. One tile might have one measly sheep, while another could have a farm, cattle, and a ship all on one lovely waterfront locale.

In addition to resources, tiles might also contain a scroll. These are extra scoring opportunities you can take advantage of if you're a savvy Scotsman. Scrolls have a unique scoring method: they pay off twice or once at the end of the game (depending on whether you completed the area the scroll was in, or not). Scrolls can score enough points to turn the tide, especially if the game is close (and it usually is!).

For example, you might have a scroll that grants one Victory Point for every two ships. This could allow you to score for ships even in a game where the victory conditions would otherwise make ships worthless. In a game where ships score already, this is a powerful tile that players will want to axe if they can't take advantage of it (or if it would help an opponent).



Each turn players draw three tiles which all players will have a chance to see. What players will *not* see at first, however, is what each player has decided to do with their three tiles. One tile will get the axe (of course, you have an axe, you're a Scottish Lord) and each player will set a price for the other two. Once all players have decided the fate of their tiles, they reveal it simultaneously.

Axed tiles go back in the bag immediately, while the other two tiles are now for 'sale' in player order. Each tile for sale will have a minimum price of 1 gold and a maximum price of the gold the player has on hand. See, until a tile is sold, the money on it is pledged to the bank and the player cannot use that money for any other purpose. If the tile doesn't sell at all, the player pays that money to the bank and takes possession of the tile themselves.

Placing the proper price on a tile is really the heart of *Isle of Skye* and the thing that sets it apart from so many other tile-laying games. Getting money from another player is huge and you want to make sure you get the maximum amount for every tile. Underprice a tile and you are giving an opponent Victory Points and money to buy

more. Overprice it and you are losing money to the bank. So, remember goldilocks and go for the sweet spot.

It's also worth pointing out that how much money each player has is secret for most of the game. This is accomplished because each player has a screen to hide certain information, like the tiles they're axing each turn. Being cagey with how much money you have is a good way to frustrate that player trying to get all your gold for a critical tile.

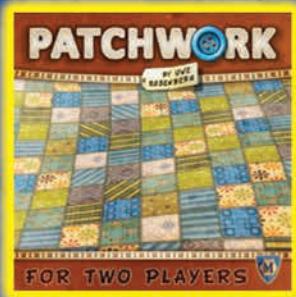
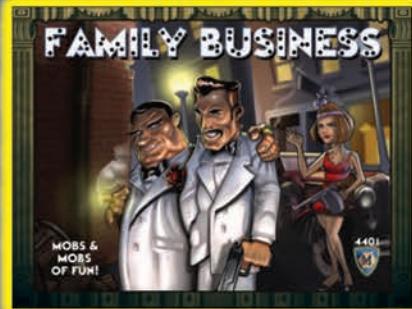
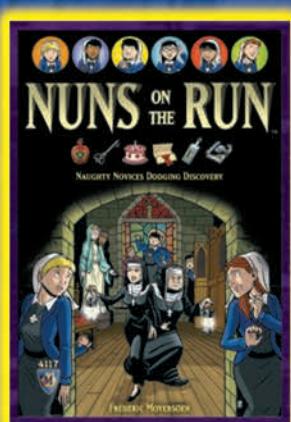
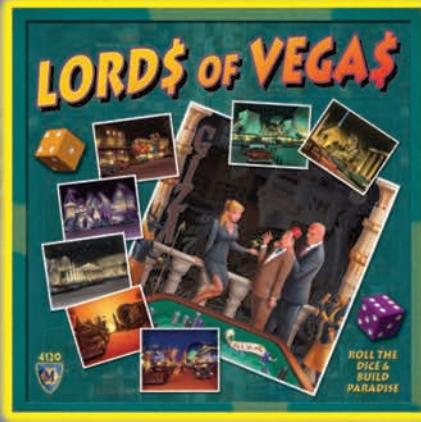
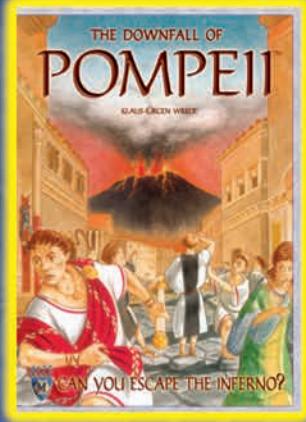
As you can see, *Isle of Skye* has a lot going on and it's that depth, along with the varying victory conditions that will keep you coming back to the game again and again. Like the legendary and beautiful isle from whence it draws its name, we think you'll find *Isle of Skye* to be an evergreen game too good to gather much dust on your game shelf.

•••

About Isle of Skye: *Isle of Skye* retails for \$37. It was designed by Andreas Pelikan and Alexander Pfister, with art by Klemens Franz. The game is designed for 2 to 5 players ages 8 and up.



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CORVUS BELLİ inFiNiTY

BEHIND THE RED VEIL: THE NINJA

AN ARTICLE BY GUTIER LUSQUIÑOS. EDITED BY JEREMY BRECKBILL.

The Operation: Red Veil Battle Pack includes two exclusive models that won't be sold separately. For this Battle Pack, the exclusive models needed to be a good representative of the faction they belonged to. Having this in mind, the Al Fasid, an impressive servopowered trooper, was chosen for the Haqqislamite side. For the Yu Jing side the Ninja with Tactical Bow, a no less impressive but sexier stealth killer, was chosen.

Since its release, the Japanese Sectorial Army of Yu Jing has been one of the most successful Sectorial Armies, which are small themed forces, in Infinity. Yu Jing is the faction that reflects the Far East in the Infinity universe. It has a strong Chinese influence, as this country is the seed of this futuristic power. Wanting to stand apart from the clichés

of near future games, and considering future world politics from a realistic viewpoint, China needed to be a main power. However, the appeal of the Japanese culture cannot be avoided, so it was included in the Yu Jing background, providing iconic troopers first and its own themed force later.

There is no more iconic Japanese trooper than the Ninjas. The Infinity catalogue already had three Ninja models, but there was an old request from the fandom for a cheaper troop profile for this unit. Considering that, another Ninja option with a new weapon, the Tactical Bow, was added when Infinity N3 was released. The Tactical Bow is a silent weapon that can cause great damage in close quarters battle, one of the Ninja's areas of expertise. Also, this new option

allows Yu Jing players to field a cheaper version of their favorite unit.

However, there was no intention to release a new model carrying this weapon, as it seemed to be a redundancy considering the three already existing Ninja models in the catalogue. But the community demanded it, and the Red Veil Battle Pack was the perfect excuse to sculpt another Ninja. Then its concept design was updated and the fun started for the sculptor, as the Tactical Bow is a great weapon to model dynamic postures in a miniature. So it was, and, once finished, it was crystal clear this female technological ninja would become the eye-catcher of the box — not what a stealth operator would really desire!

WHO ARE THE NINJAS?

This much we know: Ninjas do not exist. All ninja clans and families disappeared in the early 20th century among the convulsions of the Meiji period. Ninjas were shadows in human form, experts in stealth, infiltration, disguise, and a variety of forms of assassination. The Yu Jing StateEmpire cannot allow the unruly Nipponese to maintain a caste of sinister executioners. Unless, of course, they work for the Government. Officially, the State disavows the existence of Ninjas. Rumors of hi-tech assassins carrying out the StateEmpire's black operations are nothing but that: rumors. Never has one of these fabled Ninja been captured alive...



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COURT OF SHADOWS

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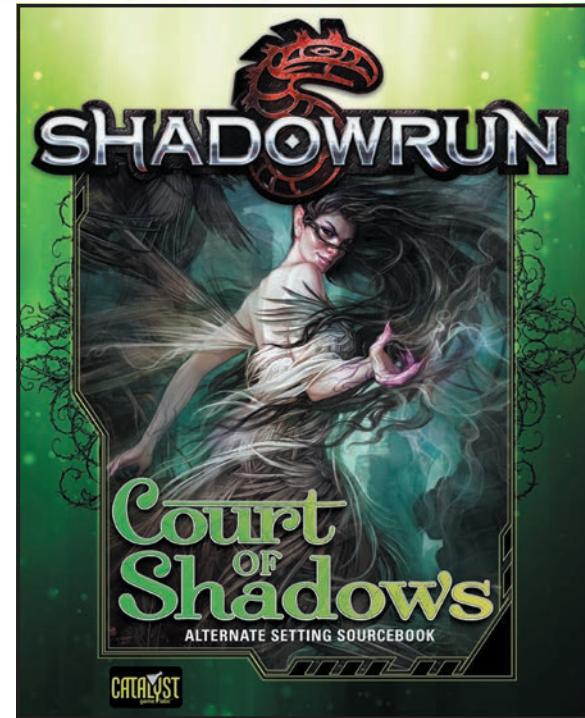
Court of Shadows is a different book for *Shadowrun* in many ways; one of those is that development work was shared between Jason M. Hardy, *Shadowrun* line developer, and Monica Valentinelli, who developed the *Firefly* RPG line and also has worked on *Vampire: the Masquerade 20th Anniversary Edition* and *Unknown Armies Third Edition*. Since we worked on the development of the book together, this article is also a combined effort.

Every book begins with an idea and, in this case, it started with a meeting filled with them. At Gen Con 2015, the two of us sat down to discuss the raw bones of what a *Shadowrun* book set in the realm of faery might look like. The possibility of adding a nuanced and bold new setting for *Shadowrun* was really exciting, and our conversation was immediately filled with “What if...?” questions. We were curious to explore what a street samurai or a rigger would do in the Seelie Court and associated realms. How would hackers navigate the realms? How would they get there? Which faeries would be active, and what motivates them to act? And, most importantly, why would a group want to play there in the first place?

Of course, these questions speak to the fundamentals of game design. What do the players do when they’re sitting together in a group? And what motivates the individual player to act? In order to answer those questions, we brainstormed several possibilities to build off of the core rulebook and add exciting options and styles of play. Before we could address all of the deeper aspects of the realm of faerie, however, we needed to identify the two key aspects of the Seelie Court itself: what types of faeries will the players encounter, and how are they organized.

To stay true to the *Shadowrun* setting, we decided to pull from folklore and myth that encompassed Celtic lore while also incorporating multicultural myths and legends. This led to the assembly of a giant list of faeries that included dozens of spirits from many environments and geographic areas. With this list in hand, we assembled a team of writers who could come at the setting from a variety of perspectives. While the Celtic focus remains integral to the Seelie Court setting, the list of fae creatures addressed in this book speaks to the many different types of characters found in *Shadowrun*.

This helped us confront a particular challenge with worldbuilding, something Monica calls the “monolith.” Sometimes, to describe an alternate world quickly and efficiently, an entire continent is covered with lush, rich jungles, or a city home to millions of people is filled with high-tech skyscrapers reaching for the sky. Our world, though — our reality,



history, and our peoples — aren’t like that at all. We may default to stereotypes because that’s a shortcut, but just like New York isn’t all skyscrapers and South America isn’t one big jungle waiting to be explored, the world of *Shadowrun* is diverse in its many particulars.

In any faerie setting, there are certain tropes. Often, there might be an exotic banquet hall filled with food mortals can’t/shouldn’t eat or drink, and fae who are alien and terrifyingly beautiful. Historically, these fae tend to be ageless, timeless creatures beyond our understanding, who have lived so long their existence is a fading memory, and they do not follow the rules or laws of mortals.

Court of Shadows explores some of these tropes through the lens of the *Shadowrun* setting, while applying new twists. As we discussed the setting, though, we became concerned that the less details we provided, the more we ran the risk of creating a monolithic faery culture — which would only wind up boring players. So, after we focused on ensuring the *Court of Shadows* would highlight so many different types of fae, we decided to build off of that to avoid the monolith and create a unique, diverse setting for runners everywhere.

We decided to use the Sixth World Tarot thematically in order to fully flesh out the Seelie Court’s factions. Each major arcana of the tarot represents a group of fae that are pursuing their own goals, which helps add layers of meaning to the faeries players will encounter in the Court. We hope the rich culture of the Court and the levels of intrigue built into its structure provide a unique experience for *Shadowrun* players — or any gamers who want to dive into this setting.

•••

Monica Valentinelli and Jason M. Hardy led the development of *Court of Shadows*.



SHADOWRUN

Court of Shadows

ALTERNATE SETTING SOURCEBOOK

From Utopia to the Fall

For millennia, the faerie had remained interlocked in a precarious balance of power between the Seelie, the Unseelie and their respective Courts, and the wild faerie caught between them.

In the Fourth World, the fae moved freely about the realms, unfettered by their respective rulers to use magic as they saw fit, never realizing that mana was, in fact, a non-renewable resource. This Age of Legend, to the fae, is known as the Era of the Gilded Rose; their ballads sing only of a golden, honeyed harmony maintained by all. Reveling in this utopia, the faerie did not realize that mana had been slowly leaking from the earthly plane for some time.

Though there is no way to prove otherwise, it is believed that the denizens of faerie, including the residents of *Tír na nÓg*, did not realize what was happening until it was too late. Or, as is more likely, those who did learn that mana was depleting rapidly were powerless to stop it. It is known that the dawning of the Fifth World was slow and agonizing for the fae worldwide, and as magic eroded from the fabric of the earthly plane at a terrifying rate, terror struck the various courts and their families. None, however, was believed to have been hit harder than the *Tuatha de Danaan*.

The Rule of Many

With all eyes focused on the Seelie Court's emissaries, humans (and some metahumans) have mistakenly assumed that *Tír na nÓg* contains the faeries' sole ruling body. From the kappa to the aziza to the wendigo, the fae are not unique to the Tir nations, and though the truth of their origins may never be exposed or understood, a mounting pile of evidence points to other politically active courts and dignitaries. Whether they rule from their own meta- or astral plane or not, metahumans—which includes the fae—are a global phenomenon. Not only are they as culturally rich and diverse as the *Tuatha de Danaan* themselves, they are also just as enigmatic and cautious, too. Perhaps even more so.

The dearth of magical energies affected the fae in many ways, and the knowledge that mana was not an eternal, abundant resource shocked them into action. Despite the evidence provided by theorists and scholars, mana was not drained evenly from the earthly plane—its disappearance was uneven and unpredictable. Thus hundreds, if not thousands, of fae were stranded in fields, glens, and mountaintops devoid of mana, only to transform into the bodies of humans, animals, and plants within hours. In their terrible grief, the surviving royal families blamed each other for the loss of their kin, their shortsightedness at their inability to control and monitor mana, and their forced separation from the humans. Each surviving family and faction—Seelie, Unseelie, and Wild—plotted against one another until their anger begot a terrible, decades-long conflict called the War of Sorrows.

The War of Sorrows may have taken place long ago at the beginning of the Fifth World, but its significance reverberates. What began as a battle of misplaced grief drew in fae from all over the world to fight against their own extinction. Some of those fae survived, trapped within the heart of faerie, while many others died by the hands of an enemy they never fully understood. Hundreds, if not thousands, of faeries died, and over half of the original *Tuatha de Danaan* were wiped out. As the war escalated night after night, the shadows of the dead eventually ripped through the gossamer-thin magic of the faerie realm, and an echo of their fading essences spilled onto the earthly plane.

Humans have witnessed the epic battles that pitted family against family and wiped out entire faerie clans—though they do not know what they were seeing. Those humans who witnessed the spectacle believed they were watching a Great Hunt that occurred once every fortnight; their stories weaved tales of luminous ghosts battling over rivers and streams, in forests and in glades under pale moonlight, hunting an invisible prey. But by the time the spirits of the fae bled through to the earthly plane, humans had already forgotten magic was once real. So, when the brassy horns of battle were heard from one end of a village to the other, the humans misunderstood the faerie's bloodlust, and proclaimed the fae to be sinful demons who had declared humans to be their enemy. This is how the roots of bigotry against elves and orks and dwarves and trolls dug deep into the psyche of humans, only to bear fruit centuries later in the Sixth World. This is another repercussion from the War of Sorrows.



Eventually, the War of Sorrows ended as it began: in dark and desolate grief for all those who'd been lost. The fae who hailed from distant lands were welcome to remain in the heart of Tír na nÓg, and its true inhabitants settled in for a long winter, waiting for the dawn of the next age.

Despite their reputation to the contrary, the faerie did not hate the humans of the Fifth World—at least at first—for they understood what mortals did not: humanity did not control the cycle of magic and, due to their limitations, did not cause the deaths of their many relatives. As the Tuatha de Danaan slaughtered each other on one plane, however, their brothers and sisters, sons and daughters, loved, lost, and died on the other—and those earth-bound souls never returned home. Many of the fae would now be horrified to admit it, but because they had murdered so many of their kind in their mystical lands, those terror-stricken souls could not properly be recycled, and the disruption of this cycle—and not the depletion of mana—is what rent the fabric of their metaplane beyond repair. This is why the Fifth World is considered by many faeries to be the Era of the Corpse-Lily, as it is a time of unspeakable grief and bloodshed, for the surviving fae of Tír na nÓg almost destroyed not only each other, but their very plane of reality.

As time passed, and the veil between the planes grew so thick neither the descendants of those early fae nor their true kin were able to see, feel, or hear one another, proof that Tír na nÓg and the Tuatha de Danaan ever existed could only be found in epic ballads and laments for the dead. Forgotten and left to their own devices, a grim and silent peace eventually fell over the Courts and their fractured lands; worrying that what happened on the earthly plane might also happen in their homes, too, many faeries channeled their energies into artifacts and relics, like the Sixth World Tarot, to conserve mana for the next generation. Some of the surviving fae fell into a deep, mystical slumber, vowing only to wake when the curtain between the planes came crashing down, when mana returned and the Sixth World would heal their sundered lands, not knowing how many suns would have to rise and set before a new era would begin.

The rare few who survived the passage of time find that their home is not what they remember it. Those faerie who have yet to rise remain sleeping in their sealed crypts until someone—or some thing—dares to enter those hallowed grounds.

The ruling families of the Tuatha de Danaan never slept, however, and worked tirelessly to restore the Seelie Court and prepare it for the new age that would eventually arrive.

A Realm of Broken Hearts

The Tuatha de Danaan remember the Year of Chaos like it was yesterday, for the mana that began to flow in the Sixth World shrouded their mystical lands, too, filling in the gaping wounds that had existed since the beginning of the Era of the Corpse-Lily. This sudden rush of mana fractured their fragile realm further, for much of the damage caused by the War of Sorrows was irreparable. As the magical energies shifted, these forces began to rupture the physical shape of the faerie kingdoms. Though no one is certain how or why or when it happened, whole sections of Tír na nÓg manifested in the reality of the earthly plane, while other lands—the mystical heart containing the Seelie Court, Unseelie Court, and surrounding glens containing wild fae and ruins from the Third World—never fully materialized, and remained as the “space between spaces” on a metaplane accessible by those who know the way in.

As the planes shifted and changed in the early days of the Sixth World, so did the fae. Some remained in the Seelie Court, while others blended in with their newly birthed metahuman relatives, to help form the Tír nations of Tír Tairngire and Tír na nÓg on the earthly plane. Keeping their origins secret, the original fae—or True Fae—experienced first-hand how humans were repulsed by their existence. The peace that humans and fae once enjoyed, long, long ago in idyllic years of the Fourth World, had been replaced by revulsion and bigotry that escalated quickly to paranoid rants and riots. Human who once described the legendary fae using words of wonderment and delight, like “enchanting” and “otherworldly,” quickly turned to slurs such as “dandellion eater,” “sewer pixie,” and “man-waster” once they stood beside them. (The frequent lack of distinction between elves and fae among the masses caused additional problems and prejudice.)

Word of the growing human vs. metahuman crisis quickly reached the ears of the Tuatha de Danaan, who struggled to make sense of this news. Had they not always treated the humans fairly? Did the humans not traditionally enjoy their blessings? Though precious few fae have survived the ending of the Fourth, the Fifth, and the dawn of the Sixth, none could remember what the Age of Legend was truly like, and they stumbled on, bewildered and frightened, hiding in their respective Courts to plot against one another like they’d always done.

It is commonly believed that the bigotry against metahumans is the primary reason why the Seelie Court has operated in secret, accessible to the True Fae and no other. This is only partly the cause, as their need to remain mysterious and undiscovered is also due to their widespread, internalized fear that the War of Sorrows might happen again. While the Tuatha de Danaan—and Lady Brane Deigh herself—understand the havoc humans can wreak, they do not believe their biases will result in the destruction of the Tír nations. In truth, their location remains a secret because the fae face much greater threats than the ignorance of a few bigots: greedy megacorporations intent on dissecting and collecting every inch of their mystical realm, immense dragons who desire nothing more than to swallow them whole, and the biggest danger of all, the Unseelie who want nothing more than to destroy the fae and the metaplane they call home. Should their borders be open to all, or so the Seelie Court’s courtiers claim, the Unseelie would no longer be filled with spies and thieves—their ranks would swell with racists, too.

Defending themselves on all sides, Lady Brane Deigh and the fellow members of her Seelie Court struggle to balance the needs of the court and their realm against the many forces that seek to end or change them.

The Flow of Time

Many humans grew up listening to fairy tales, and they think that the fae are immortal. This is a half-truth wrapped in a legend and a lie. The river of time flows at different speeds in the faery metaplane, and this is what led to the mistaken belief that they live forever. The Tuatha de Danaan can be hurt—and killed—like their metahuman relatives on the earthly plane, but they age at a much slower rate provided they remain close to the heart of Tir na nÓg. The vagaries of this time flow are mysterious; sometimes, time is slow in the Court; other times, it is fast.

Though no one knows for certain, many of the fae believe that “time gone wrong” is not a natural or accidentally occurrence, that this is either the ripple effect of a protective spell no longer working properly, or a security measure to protect rare and powerful artifacts of varying degrees of magical abilities. Some courtiers whisper that controlling the flow of time would be something the Tuatha de Danaan would want to do. It is more likely, however, that mana does not act uniformly and doesn’t permeate this realm evenly throughout. Thus, mana might be gathering—for whatever reason—within the Seelie Court itself, forming a pool of pure magic.

Travelers should take note that the flow of time can be measured within the fae realm; clocks and timekeeping devices will accurately display how fast (or how slow) time is moving. Too, the effects of time are not necessarily felt by its visitors because, just like the belief that the fae are immortal, there is some truth to the fairy tales. For the most part, time will move slower in the Court than it does in the Sixth World; generally speaking, a month spent in the Court is equivalent to a day passing in the Sixth World. There is, however, the mysterious effect of faerie food and drink. While not everything prepared in the Court has this effect, the specialties of the Queen’s kitchen, honey cake and leann daerg (red ale) will slow time, so that the effect is reversed—one day will pass in the Court for each month in the material plane. Visitors to the Court, then, need to be careful about what they eat.

Visitors will naturally question how people experiencing time differently can co-exist within the same Court. This simply joins the ranks of the mysteries of the Court and its ability to make seemingly immutable laws of time and space into a toy, or perhaps stretched taffy.



The Impossible
Grade

The Seelie
Court

The Court
Factions of
the Court

Creatures
of the
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The Daily
Troubles

Forms of
Function

Playing in
the Seelie
Court

Burger Up



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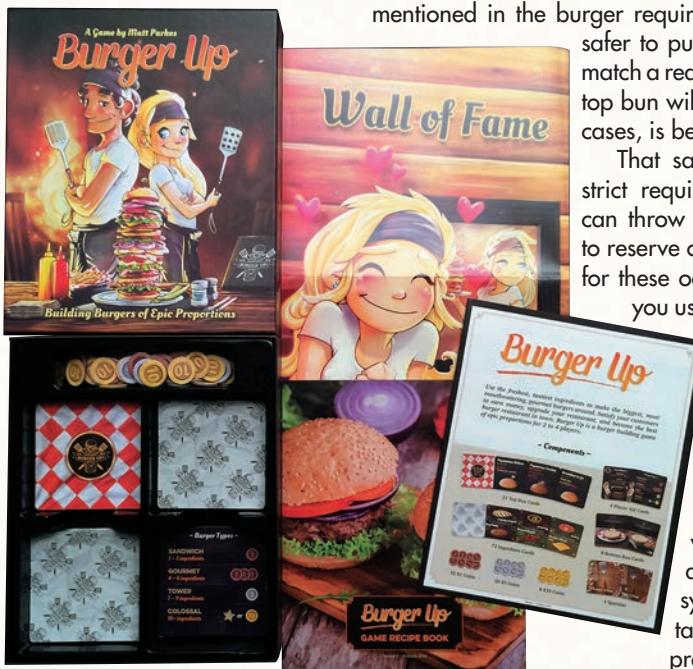
The humble hamburger has an almost mythical place in Western cultural history. From cheeseburger rain and adventures in White Castle, to an angry Samuel L Jackson and a family sitcom in a burger shack, you don't have to look too far to get a burger fix in popular culture. Why, even the Smithsonian thinks it's the quintessential American meal.

So, to the team here at Rule & Make - an indie tabletop games developer based in Australia's sunshine state of Queensland - the idea of publishing a game based entirely on the art of burger-making just made sense. That and Matt Parkes, who designed *Burger Up*, had come up with a very simple and neat layer-stacking mechanic made it even more appealing. And yes, we all love a good burger...

For those not familiar, *Burger Up* is a card-drafting, puzzle-matching, and hand-management light strategy game that challenges up to four players to build the biggest, most epic burgers they can from a shared marketplace of ingredients. Each chef is racing against the other to build amazing burgers and fight for that all-important customer dollar. Don't just take our word for it, some of the creations our fans have already come up with are genuinely epic!

A typical turn plays out across four phases. You start where all good burger chefs start — at the market, buying additional ingredients to add to your hand and help you along your way to burger stardom. Your next phase is all about placing ingredients, up to three, on any two of your buns. Phase three asks players one simple question: have you successfully completed a burger order placed by an eager and waiting customer? If yes, great! Complete the burger and claim your reward. Finally, it's time to clean up and refill the market for the next player, discarding and drawing up to four ingredients.

The game ends when there are no more top bun cards left to fulfil the remaining orders. At this point, play continues for one final round until it reaches the first player, at which point the game ends. We like



to think of this point as our representation of the restaurant closing down for the day; even burger chefs need a break sometimes, too! We've found it's an intuitive way to end the game, giving players a sense of closure as they watch the orders deck thinning. In terms of game balance, once the orders deck runs out, there'll likely still be a couple of pending orders left. This gives all players a chance to finish up on their in-progress burgers before the game finally ends.

If there's one pro tip we'd give our future burger creators it's this: it's not necessarily the best plan to hold back on placing your ingredients only on burgers that match a pending order exactly. The top bun requirements can be an additive, meaning ingredients not mentioned in the burger requirements are allowed, so it's typically safer to put down ingredients even if it doesn't match a requirement in the hopes that a matching top bun will show up eventually. Bigger, in most cases, is better.

That said, there are a few top buns with strict requirements such as "no meat". These can throw a spanner in the works, so it's best to reserve one of your work-in-progress burgers for these occasions. Lastly, we recommend that you use the spatula whenever you can since the loss of two points is most often made up by the burger you are then able to score.

As you can tell by the description above, the core mechanic for the game is the puzzle-matching element. The theme and the systems we used work together really well, and we think do a good job of symbolizing the effort a burger chef takes to construct their masterpiece. In practice, due to how the ingredient requirements pan out, it can lead to some hilariously disgusting or amazingly tasty looking burgers, which is analogous to sometimes, even with the best intentions, a chef can make duds or masterpieces. Burgers as art!

When it came to its development, the game came together rather quickly. Matt had the game out of design and into a playable state within a week, though it took a further three months to transition from 'playable' to 'fun'. It's an important distinction, and one we try to spend a lot of time perfecting, especially when working with submissions from other local designers. The next step is harder still: going from 'sometimes fun' to 'consistently fun', which requires a whole stack of playtest and balance work to ensure it met our requirements: an accessible game that is quick to pick up, with high replayability and thoroughly enjoyable, to boot.



We'll be the first to admit, however, we're not trailblazers. The food-game genre has certainly had a bit of a renaissance in the last few years, from *Food Chain Magnate* to another locally produced game in *Sushi Go* (shout outs to fellow Aussie designer, Phil Walker-Harding). Games about food, perhaps, have an edge over other genres due to how relatable they are. Not everyone will get the chance to fight in a zombie war, but everyone has to eat, right?

Designing and publishing a food game also offered us a nice change of pace, especially given our previous flagship games were both strongly on the "gamer" end of the spectrum. We went through some nervous lead-up weeks when we worried if a game with a more casual theme, even one as universally understood as burgers, would ever appeal to our fans. But, it was also exciting and even liberating to work on a game with such a simple premise, and we've definitely been relieved by the initial positive feedback from the market. We're very much looking forward to our partnership with Greenbrier Games to ensure as many people can turn their hand at burger creation as possible.



While it's been a labour of love for the team here, we've had an absolute blast bringing this game through from idea to playable product. We've been humbled by the positive reaction from people who have played the game already, and we can't wait to see more epic burger stacks being created the world over in the months to come!

•••

Alistair is a software engineer by trade that fell into games publishing with long time colleague, and friend, Allen Chang. Together they founded Rule & Make where they put their passion for tabletop gaming to good use, first creating accessories before publishing their own games. David, a passionate fan of burgers, is R&Ms PR guy helping to bring our little Aussie game company to the world. *Burger Up* is the 5th game that Rule & Make has published.



ENCOUNTERS SHADOWRUN

A LIGHT STEP INTO THE SHADOWS

ENCOUNTERS: SHADOWRUN

PSI CAT27790 \$29.99 | Available Now!

Shadowrun has been an indelible part of our gaming culture for more than twenty-five years. From the tabletop RPG to novels and computer games, players simply love to experience the Sixth World, where man meets magic and machine. Two years ago Catalyst began to embrace that concept more fully, publishing *Shadowrun: Crossfire*, a deck-building game. We're now taking the next step on a journey that will let you experience *Shadowrun* no matter the type of game you're in the mood to play with the publication of *Encounters: Shadowrun*.

Encounters: Shadowrun is a fast and fun push-your-luck dice and card game for up to eight players. You take on the role of a 'Mr. Johnson', a powerbroker who specializes in taking care of a megacorps' dirty work. To accomplish that goal, you build a team of shadowrunners — deniable and disposable assets that megacorps fire at each other for datasteals, personnel extractions, or even network.

How does that actually play out on the table? Well, each turn a player flips an Encounter card. It could be an Ares Rigger Team, an Ancients Captain, or even a Spirit of Air.

You then roll six D6s and try to exactly match the rolled dice with the Encounter Value on the card. If you do, those dice are locked onto the card, and it's defeated. The player can simply end their turn and take their cash reward (called nuyen), or they can push their luck by rolling up another Encounter card, and taking the remaining dice and re-rolling and trying again to match dice to the Encounter Value to defeat the new card. If at any point all the dice are locked onto cards, the player can Escalate by rolling Encounter cards up into a new column, which now may score more nuyen. All the formerly locked dice come back into play, and the player rolls them anew to try to defeat the card. However, regardless of how many cards have been defeated, if the player ever rolls and cannot match dice to the Encounter Value of a card, they lose everything!

Those are the basics of play, but there's a lot of great tactics in the game to make sure it's not just rolling dice.

First up are the all-important shadowrunners. Players start with one Shadowrunner card, and subsequently they must pay nuyen they've won by defeating Encounters to acquire more Shadowrunners. It may

seem counter-intuitive to spend the nuyen you need to win the game on Shadowrunners, but you get far more out of them than you put in if you use them correctly. Shadowrunner cards allow you to manipulate the dice in a variety of ways — such as "All rolled 2s are wild," "Apply a +2 to a single die roll," "Re-roll all dice not already locked on Encounters" — increasing the chances of locking dice onto an Encounter and defeating it. What's more, every Shadowrunner has a keyword that can potentially line up with a keyword on some of the Encounters, increasing your chances of defeating the card.

Of course, since players are taking the role of Mr. Johnson, that means they have the backing of a Megacorporation. It could be Saeder-Krupp, Ares Macrotechnology, Renraku, or other notable corps from *Shadowrun* lore. Each megacorp has its own flavor to bring it to life, with the player paying nuyen to activate a given ability each turn. For example, Saeder-Krupp's ability is the following: "Pay 2 nuyen: At the start of the Active Player's turn, before they roll dice, Saeder-Krupp may remove one die from that player's entire turn." An appropriately powerful ability for a megacorp run by a dragon!

Finally, there are five over-sized District cards. Each of these represent five of the city districts that make up the imposing Seattle sprawl, the quintessential city setting of the *Shadowrun* universe. As Encounter cards are flipped up, some include a District icon that rotate the players into new districts, moving them about the city, and changing the rules that apply. Sometimes for better — often times for worse. The shadows can be harsh.

While the *Shadowrun* RPG will always be there for the full Sixth World experience, when you want a quick game for a light step into the shadows, *Encounters: Shadowrun* fits the bill!



Randall N. Bills has lead the creation, writing, development and publication of hundreds of novels, sourcebooks, rulebooks, box sets, game aides and more, covering everything from tabletop RPGs to miniatures, casual games to off-the-deep-end gaming experiences. He's currently the Managing Developer for Catalyst Game Labs.



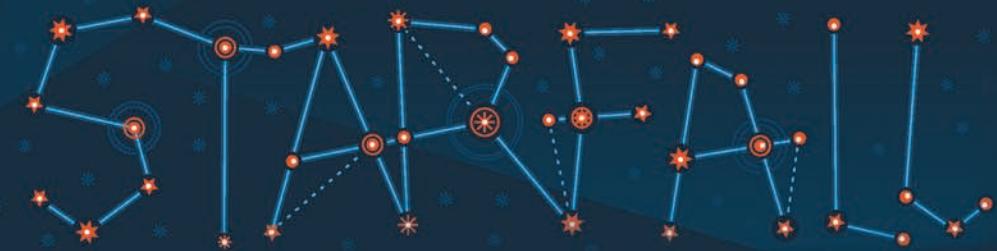
ENCOUNTERS SHADOWRUN®

RUN THE SHADOWS...
IF YOU CAN!

CATALYST
game labs™

AVAILABLE NOW!
CATALYSTGAMELABS.COM

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A GAME OF CLEVER ASTRONOMY

STARFALL

IDW 01164 \$29.99 | Available November 2016!

Half way through my first game of *Starfall* I looked down and realized I had grossly overpaid for a pair of comets. What exactly was I thinking? I could've pressed them down the Stargazer board on my turn and scooped them up the next round, obviously! Then again, when I tried to be coy and lower the price on that planet and nebulae tile earlier, Nathan McNair had snapped it up as soon as I'd lifted my finger off the piece. So there I was, left with a quickly dwindling pile of Stardust to spend and the urge to immediately set the game up again and play it back. And minutes later, after the last tile was purchased, we did just that!

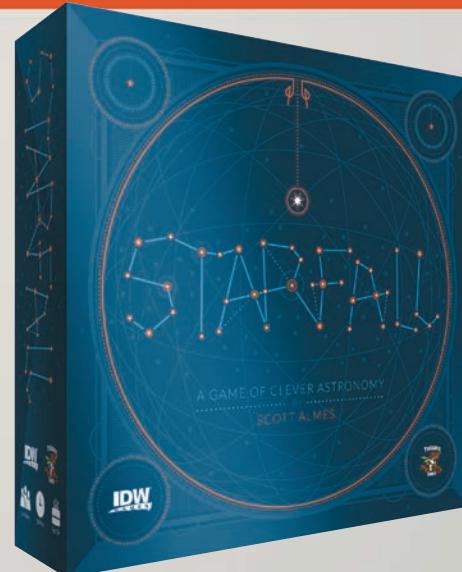
Starfall is a game that can be taught and set-up in seconds. This is that game that your friend will pull off the top of the game bag and have set up and ready before your first drink is poured at game night, and it has a real habit of being the only game that hits the table for the evening, because even though you can get a game done in roughly 30-minutes, you'll just be left wanting another crack at unlocking the secrets of the stars.

"*Starfall* was designed from the ground to the sky to be one of the most beautiful and elegant games in your collection," says game designer Scott Almes. "I found myself looking up at the stars and realizing two things. First, the stars were quite nice that night, and second, that I desperately needed to make a game about stars, a theme that was tragically underrepresented in our hobby."

"Astronomy was a theme that everyone could enjoy, so I set a goal to make the game very simple in play, but far from simple to win. I took inspiration from classic European designs that brought engaging gameplay with the fewest rules possible."

The game is a tight auction game, where players are bidding to discover celestial objects. Players have limited resources in this game, and must outwit the other players in a game of brinkmanship as objects get cheaper and cheaper. You must choose when to spend your stardust – but not pay too much – and be aware of the multiple objects streaking across the sky. In the end, the best collections will get the most points."

"One of the things that's wonderful about this game is how the simple rules lend itself to so much gameplay. There are really three rules to the game, but they bring out such agonizing decisions. But, it's not only the depth that is brought out by the simple gameplay, but the theme as well. The discs are purposely circular, so you can imagine yourself peering through a telescope and seeing a collection of celestial objects. The discs also travel along the bidding board as if they were traveling across a night sky. It evokes the feeling of a time-lapse video of a starry night or the joy of seeing a shooting star. These subtle thematic lures lend themselves to the gameplay, and really makes this game shine."



As Scott says, the rules for *Starfall* are simple and tight. This is an auction game, where you'll perform one of three actions each turn. You'll either add a purchasable Sky tile to the Stargazer board, lower a Sky tile's price by moving it down the board, or purchase a Sky tile from the board.

Currency in the game is limited. You receive your 32 Stardust at the beginning of the game, and you'll need to manage those funds through multiple rounds of auctioning. This proves incredibly tense, as new Sky tiles typically enter the game costing 9 Stardust, which is a significant portion of your game budget. The problem is, when you make a Sky tile more affordable by sliding it down the board, you make it more affordable for every player who acts after you.

This is a Victory Point game, where points are scored once the game ends. You'll earn points off your collected comets, stars, planets, and even black holes. Some score simply (5 points per each item in your collection) while others combo off of each other depending on whether you're able to build sets of various colors or sizes.

You'll definitely want to practice your poker face for *Starfall*, as there are key moments

where you'll absolutely need to slide a comet down a few points so you can afford it on the next round, but tipping your opponents off to how badly you want that piece is a recipe for absolute disaster. It's those moments when a successful gamble pays off that make *Starfall* so special. It's a small game with huge potential, you might even say the sky's the limit (sorry).

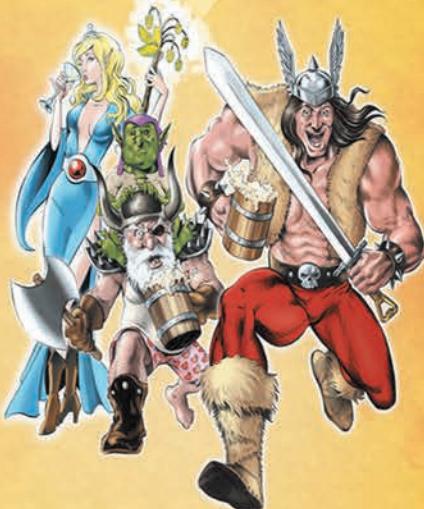
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Nate Murray is the Product Manager for IDW Games. He loves *Starfall*, but is terrible at it. He is a Cancer, but thinks he acts more like a Leo, and yes, he knows the difference between Astronomy and Astrology.



Drinking Quest

Journey into Draught



A Jason Anarchy Game

www.DrinkingQuest.com

It's a Drinking Game and a Tabletop RPG!

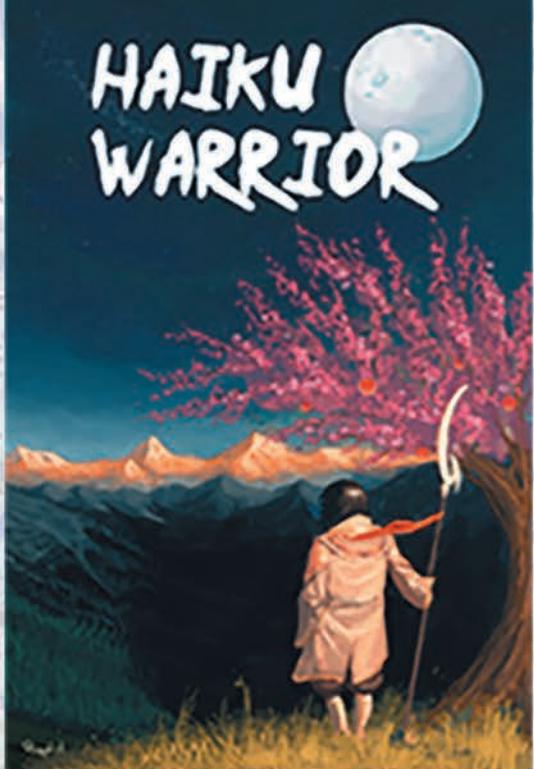
Drinking Quest is back with four new heroes and six new quests!

Comes with 80 unique cards, 3 polyhedral dice, character sheet pad, plastic coin token, rulebook & cloth map! For 2-4 Players



JASON ANARCHY GAMES

HAIKU WARRIOR



A Simple RPG Adventure told entirely through Haiku!

Fight monsters, forage for food, find souls... all while taking in the baffling nuance of haiku!

This is a quickstart RPG for one to four players who have a dry sense of humor.

Contains: 92 unique cards, 3 polyhedral dice, character sheet pad & instructions

www.HaikuWarrior.com



SIXTH WORLD TAROT

DRAWING DESTINY

SHADOWRUN: SIXTH WORLD TAROT
PSI CAT27510 \$24.99 | Available January 2017!

The Sixth World Tarot deck for Shadowrun is much more than just a tarot deck. Created by Echo and Lazarus Chernik for Catalyst Game Labs, the deck is a multi-tiered, masterfully illustrated game accessory for *Shadowrun, Fifth Edition*. It includes hundreds of puzzles for *Shadowrun* game-masters and players and is already supported by two other products, with more being planned. These books will help players use the cards in their games, presenting puzzles, plots and enigmas that can be at the heart of compelling campaigns.

In *Shadowrun*'s Sixth World setting, the Sixth World Tarot is a mysterious set of artifacts that have been appearing sporadically around the globe. Each card shows a character or event from the past, present, or future—understanding just what is being shown adds to the mystery and the power of the cards. Additionally, they contain hundreds of puzzles leading to hidden wealth, immense danger, or both. How these artifacts came to exist and why they depict the people, events, and clues that they do is another riddle for players to tackle.

Players can use these cards in their games to learn about and to manipulate the *Shadowrun* universe. Player characters have to earn each and every card, as they are unique and un-reproducible. Cards can lead to huge rewards or great catastrophes.

The cards were built to work on many levels. On the first level, it is a fully functional tarot deck based on the Rider-Waite-Smith tarot, with symbolism aligned to fit the dystopian *Shadowrun* universe. The deck contains five suits: Batons, Cups, Blades, Coins, and a trump suit called the Majors. Tarot fans will be intrigued at the unique take on the RWS images and interpretations, especially the custom tarot spreads for reading them.

On the second level, the deck is designed to be a *Shadowrun* campaign generator. A flip through the deck will immediately reveal a host of exciting visuals meant to stimulate a gamemaster's imagination. The Ten of Swords, for example, depicts a dead person in an alley, with ten different knives and swords protruding from her back. A gamemaster may

incorporate this card in their game with a brief introduction: "A woman approaches your team at a bar and shows you an image of her dead, in an alley. 'I don't know what kind of sick game this is,' she says, 'but I want to hire you to protect me and stop this from happening.' Alternatively, the team might already have the card in hand and then stumble across the scene themselves. They might not care initially, but when a reward is offered, something they see in the card could give them an edge in the hunt for her killer.

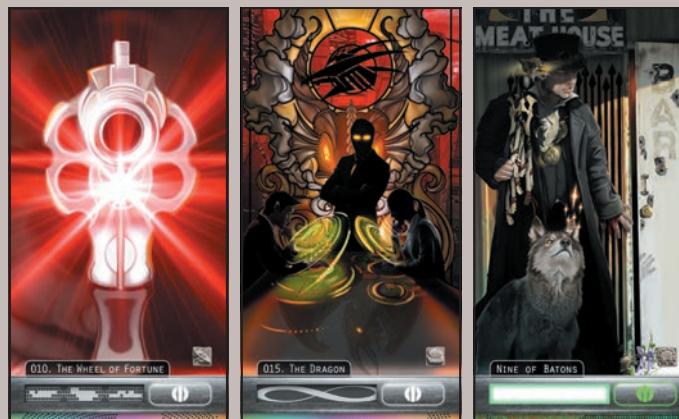
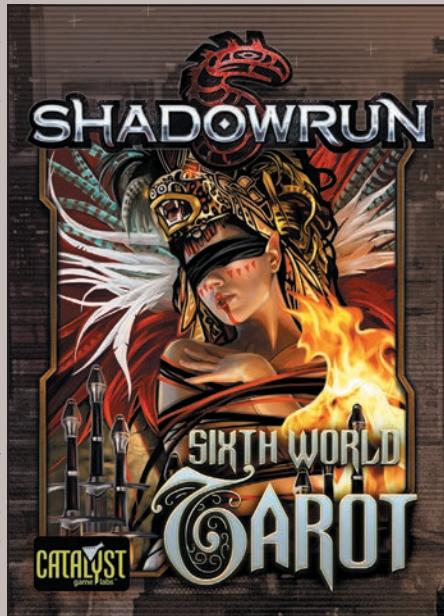
On a third level, there are clues to nearly four hundred unique puzzles throughout the cards. Many cards tie characters together to guide a GM in creation of a run. For instance, the Queen of Coins, the Eight of Coins, the Knight of Coins, and the Two of Cups all contain the same linked characters. Other sets of cards have linked secondary (or tertiary) clues. These puzzles may become runs with quick, valuable scores or violent and devastating conclusions. For instance, all the Twos from each Minor Suit contain random clues that don't go with anything but each other. Once they are understood to link to each other, the clues tell a story the gamemaster can complete on their own for the players to enjoy. There will be more information on these puzzles in the future, but gamemasters and players can find them on their own if they look hard enough.

Then there is a fourth level. The fourth level contains changing clues within the *Shadowrun* universe. There are obscure references and pieces of information that are missing some pieces—pieces that will be supplied in future products, possibly including new variations of existing cards (like the one included with this magazine!).

There may even be deeper levels—depending on how many lifetimes a player is willing to spend on it.

The Sixth World Tarot was illustrated and developed by artists Echo Chernik and Lazarus Chernik, who are lifelong players and contributors to the universe. They spent two years designing it, making sure it can be delved into as little or as deeply as players' desire. It can be an easy visual run generator, or you can follow it all the way down the rabbit hole.

There has been nothing like it before.



SHADOWRUN®



SIXTH WORLD TAROT



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STAR REALMS™ UNITED

UNEXPECTED ALLIES UNITE IN THE
NEWEST STAR REALMS EXPANSION

STAR REALMS UNITED DISPLAY (24)

WWG 018 \$119.76 | Available November 2016!

What do you do when you run out of reasons to fight? Find new reasons! In *Star Realms United*, the newest expansion for the multi-award-winning *Star Realms Deckbuilding Game*, the factions have forged new alliances.

It turns out that being cut off from your home planet, space station, or oozy green bog means you might have to improvise and unite with a former foe in order to colonize, conquer, and dominate.

Welcome to *Star Realms United*, the expansion that takes your favorite *Star Realms* factions and smooshes them together to make weird and new factions. As the fight for galactic dominance rages, once unthinkable alliances have become a reality. Harness these newly united powers - or be destroyed by them!



United is a four-pack expansion for the hit *Star Realms Deckbuilding Game* that features multi-faction ships and bases, powerful new heroes, and all-new Missions cards that give players a new way to play and win! Designed by Hall of Famers Darwin Kastle and Rob Dougherty, *United* can be played with *Star Realms: Colony Wars* or the original *Star Realms Deckbuilding Game*.

The expansion features all-new Bases and Ships, all with new faction logos that reflect their temporary arrangements. Members of the Trade Federation and the Star Empire, normally at each other's throats, have formed the Alliance, while other Trade Federation citizens chosen to ally with the Machine Cult to form the Coalition. Meanwhile, the mysterious Blobs have teamed with the Star Empire, forming the Union, and have also aligned with the Machine Cult, becoming the terrifying Unity.

The ships and bases come in two packs: *United Command* and *United Assault*. The new ships and bases have new faction logos, and are completely compatible with all previous *Star Realms* products. For example: playing a Union ship will trigger Ally abilities of both Star Empire and Blob cards.

United Heroes features all-new Hero cards for the game. Previously introduced in *Crisis: Heroes*, the new hero cards feature more expensive and powerful abilities, as well as featuring the winners of some of the *Star Realms Legend Series* tournaments. The winners of these tournaments got to create their own cards in the *Star Realms* universe, as well as appear in the artwork.



Finally, we have our new card type: Missions! With Missions, we not only have a new objective/reward system, we also provide a new win condition for the game. Players are dealt three Mission cards face-down. If they can complete an objective, they may reveal the card to their opponent and score the reward. When a player reveals their third Mission card, they win the game! (Players can only reveal one card per turn)

Star Realms United adds a lot of new and fresh game content, while still retaining the familiar addictive gameplay that made *Star Realms* one of the industry's most popular deckbuilding games. It adds some amazing flavor to *Colony Wars*, and plays well with the Base Set. The new ship combinations are cool, new Heroes are beefier, and the Missions give the game a whole new dimension.



Each 24-pack display comes with six each of four different packs. Each 13-card pack comes with 12 new *Star Realms* cards and a rules card.

•••

Ian is rules guru and head of organized play for *Star Realms* and *Epic Card Game*. In addition, he is lore keeper for both games and the upcoming *Cthulhu Realms* digital app. Ian has been a *Magic the Gathering* judge for over 20 years, and was the rules manager for the *WWE Raw Deal TCG*. He is a published author, comedian, and occasional game designer.





DOOM

THE BOARD GAME

TACTICAL COMBAT FROM HELL

DOOM | ZX01 | \$79.95



FANTASYFLIGHTGAMES.COM

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THE 2016 BEST OF THE GAME TRADE AWARDS



submissions brought in a total of 53 total self-nominations in 2016, and all game and specialty hobby stores serviced by Alliance were invited to nominate themselves for the award consideration. The nominations were broken into categories and voted by peer retailer store owners online on the Retailer Services website. The five categories represented this year were: **Best New Store Opening, Best In-Store Demo Program, Best Marketing and Merchandising Practices, Best Community Engagement, and Best Preorder Program.**

Best Community Engagement



Rainy Day Games

Aloha, OR

Without our local community we would not exist and like to thank the community in a variety of ways. We run fundraiser nights for school groups and local non-profits. At these events we donate a percentage of the sales to the organization and all the group needs to do is come in and play games. We also provide a meeting space for a variety of home-school and other local groups to meet and play games. For these events we provide the games and staffing to teach the games so all the clients have to do is have fun.

In order to support our local gaming community, we launched a twice monthly "Fresh Games" group for designers to get feedback on their latest prototypes. This group has had several games published and that led to our "Designer Series." Customers love meeting and playing with the designers and getting their games autographed.

Best Preorder Program



Little Shop of Magic

Las Vegas, NV

The elegance of our preorder programs is in just how simple it is. You tell us what you want; we take it from there. No hoops to jump through, no forms to fill out, and no checking back in for your items. You can talk to us in store, call us, email us, use our online chat, highlight a GTM or other periodical, Facebook us, Tweet us, write a post-it, text us, run into us at the grocery store, psychic mind link... whatever works best for you. Plus, if you subscribe to our weekly newsletter, follow our social media, or check our in-store notices; we do the work of letting you know what's coming. Only going to be in town a couple of days? No worries, we take requests from players the world over. Just let us know what you want and when you'll be here. It's just that easy.

Game Trade Magazine would like to congratulate the winners of the 2016 Best of the Game Trade Awards! The awards were announced in September during the Alliance Open House event in Fort Wayne, Indiana.

As the front line of the gaming industry, local gaming stores have a valuable perspective as to what makes our industry grow and the Best of the Game Trade Awards exist to recognize exceptional performance and practices essential to operating a successful, friendly, local game store (FLGS) in today's challenging retail landscape.

In addition to the appreciation and acclaim, the *Best of the Game Trade Awards* endeavor to further strengthen the sense of community between retailers and Alliance Game Distributors; we could not do what we do without all of the incredible things you do, and the *Best of the Game Trade Awards* is our way of acknowledging and encouraging your hard work, innovation, and perseverance.

Best In-store Demo Experience



Little Shop of Magic

Las Vegas, NV

Organize play is the heart of our store. It is central to everything we do. Literally taking up the middle of our store as our sales track wraps around it. With events scheduled nearly every day of the year, we have offerings for all types of tabletop games and every aspect of the hobby. We host Build and Paint Days, Learn to Play Sessions, Demos, League Play, Competitive Tournaments, Casual Tournaments, Meetups, Play Testing, Open Play, Thematic Nights, even Holiday Celebrations, and Charity Events. We have something for everyone. Plus, there is usually space for a pickup game or two. Our open door policy means we can work with our players to build the events they want. A wide variety of events keep things fresh and exciting. It is a regular flurry of cards, dice, meeples, and fun.

Best New Store Opening



The Round Table

Guelph, Ontario, Canada

The Round Table is a new gaming experience focused on changing the way people play games by providing an enhanced atmosphere and themed snacks and drinks. Our interior is decorated like a medieval castle complete with a mounted dragon head and swords hung on the walls next to our many built in book shelves storing our library of over 300 demo games. Any game available to play at the Round Table is also available for sale. This is a gaming café where you can eat fresh cooked lembas bread while our knowledgeable staff teaches you how to play any of the games in our library. Not only are we Guelph's first board game café, we're also fully licensed by the AGCO to serve specialty cocktails and spirits. Whether you're hosting a private event or just dropping in, you'll definitely be blown away by your gaming experience at The Round Table.

Best Marketing and Merchandising Practices



Rainy Day Games

Aloha, OR

Our Marketing and Merchandising Practices are driven by the most common questions we hear.

- "What's New?"

The first thing customers see when they enter the store is our New Releases Table. This ever-changing display showcases the newest arrivals and serves as a launching point for the shopping experience.

- "What's Coming?"

We make copies of *Game Trade Magazine* available to customers free of charge and encourage customers to pre-order product. This allows us to convert a customer's excitement about an upcoming release into a sale.

The backlit signs from Alliance help answer the questions by drawing customer's attention to upcoming releases, staff picks, as well as old favorites. We also utilize social media to answer these questions by posting photos of new releases and by promoting upcoming releases and events. We often hear, "I saw your post on Facebook and I had to come in and check it out."

TRICKS OF THE GAME TRADE

by Jon Leitheusser



STARTING A NEW CAMPAIGN, PART 3: MONSTERS AND ADVENTURES

In the previous couple of months, we've talked about the nuts and bolts of beginning to play a roleplaying game; how to get your friends together, coordinate the game ahead of time so everyone's starting with the same assumptions, finding a place to play, committing to doing your job as the game master or player, and having the books, pencils, dice, and other supplies you need to play.

This month we're continuing the series, but concentrating on *what to play*. Or perhaps, more accurately, how to come up with adventures to run your friends through at the table.

THE MIND'S EYE

One of the things game designers and writers get asked all the time is, "How do you come up with your ideas?" And really, the answer is that it's not magic. Inspiration comes from everywhere; movies, books, television shows, a situation from real life, and so on. Once you have the kernel you want to base your idea around, it's time to get creative.

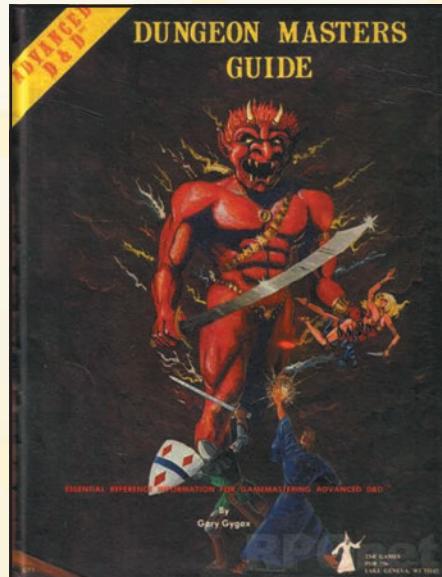
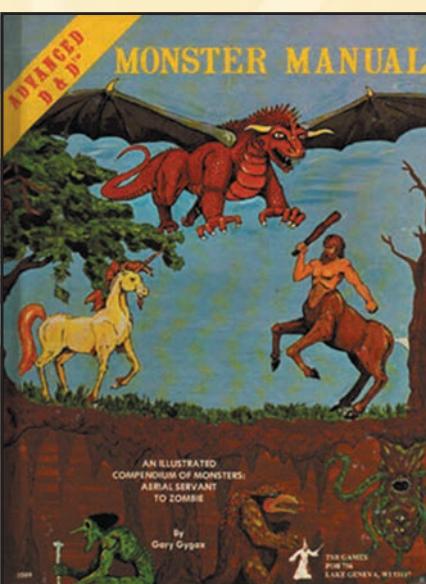
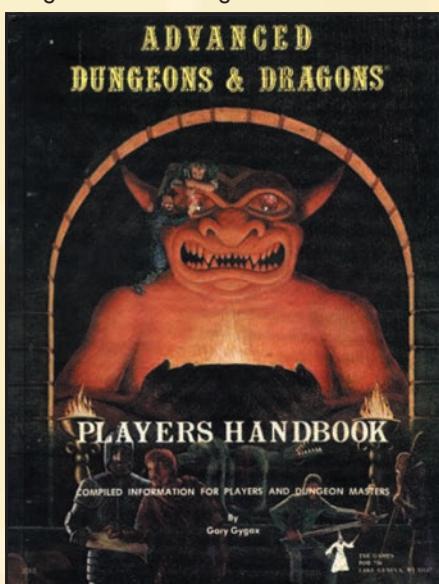
To use a concrete example, let's say you're running *Dungeons & Dragons*. You want to come up with a short adventure to run for your friends in an upcoming game. Instead of using one of the adventures that

have already been released, you want to come up with something on your own. That's a perfectly understandable urge and something you should absolutely do! There's nothing more fun than coming up with an idea that turns into a night of great fun for you and your friends. Since you're not using an pre-written adventure, the biggest resources you have available are the *D&D Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. These books are great and filled with all sorts of details you can pull ideas out of to create adventures.

As an example, let's say you like orcs and want to run an adventure that pits the player characters against a marauding band of orcs. Okay, that's the start of the idea, but now you need to figure out why the orcs are raiding, why they're far from home, if they have some other reason to come to the area where the heroes will encounter them, what they're willing to fight and die for—and what they aren't. The *Player's Handbook* has information about half-orcs, so you can pull some information about orcs from there, but the *Monster Manual* includes more information and a few examples of different types of orcs that give you even more information and give a very clear picture of how orcs behave in combat.

From their listing in the *Monster Manual*, we can see that orcs are "savage raiders and pillagers," but we can also see that they put

a lot of importance on their shaman and their mighty god Gruumsh. Perhaps instead of a wayward group of orcs raiding the countryside, we have a group of orcs on a mission, guided by a shaman to search for an ancient orcish holy site where the weapons and armor of an orcish warlord are buried. The shaman has been given visions to lead the group to the site, but orcs will be orcs, so they've been raiding while they've been traveling, so they've called unwanted



10	10
10	10
10	10
10	10

attention to themselves. Now they're near the holy site when the heroes get involved, perhaps the heroes encounter a small group camped outside the holy site, while another group has ventured inside. At this point, you don't just have a night of adventure, you have a couple! The first night includes setting up the problem, finding evidence of the orcs' activities and tracking them to their campsite, dealing with those orcs, then following the others into "The Warlord's Tomb!"

CREATURE COMFORTS

In addition to the core books for *Dungeons & Dragons*, there are a number of other excellent resources out there. Two of the newest are available in this month's GTM, the *Tome of Beasts* and its sister book, the *Book of Lairs*, both from Kobold Press.



The *Tome of Beasts* is a massive 432 pages, with over 400 new monsters and non-player characters. It's written and edited by people with years of experience with *D&D*, so the quality is as high as it gets for non-Wizards of the Coast *D&D* books.

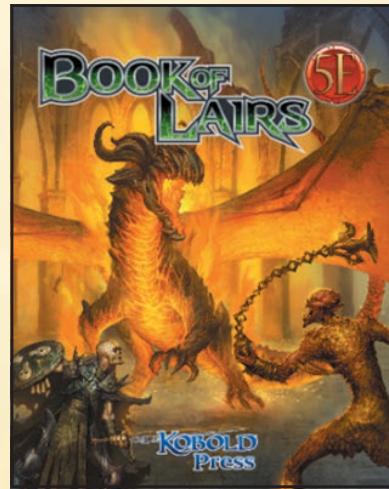
Using the *Tome of Beasts* in addition to your core *D&D* books, the number of ideas for adventures and adversaries is at least doubled. Some of the monsters in the book are variations on creatures that already exist, such as new types of dragons, demons, and devils, but there are also new creatures such as the bone swarm, clockwork hound, lindworm, and shoggoth. Those of you familiar with your Cthulhu Mythos will recognize the shoggoth, and they're not the only Cthuloid creature included in the book, so if you like existential horror in your fantasy, this is a great book for you.

In addition to its excellent quality, both in terms of its appearance and its creators' mastery of the rules, the *Tome of Beasts* gives you the tools to make your fantasy world feel different from every other *D&D* campaign out there. By taking some types of monsters out of your world and adding new ones from the *Tome*, you can create something truly unique and interesting for you and your players to explore. Plus, if you're playing with others who own the *Monster Manual*, you can surprise them with creatures with which they're unfamiliar!

The sister book to the *Tome of Beasts* is the *Book of Lairs*. This book is, effectively, a collection of short adventures designed as lairs for monsters of a certain type. Each lair was created to challenge characters of a specific level, so the first lair in the book, The Riverfront Rat Gang, was built for 1st-level characters, while the final lair, A Triangle in Shadows, is for 15th-level characters. There's not a lair for every level, but with 25 different lairs, there's bound to be one you can use at your game table... probably a lot more than one!

DRAWING INSPIRATION

Most gaming books talk about drawing inspiration from books, movies, and television programs as well as all the gaming books out there. That's because those sources are familiar to everyone and can let you answer those "what if" questions that you and your friends toss around. For example, what would Tolkein's Middle-Earth look like if Sauron recovered the ring and rose up to conquer the world? That would make for a very interesting campaign, possibly even a number of campaigns.



If you're a fan of a particular book or movie, think about how you could adapt it to your own game. It doesn't even need to be a fantasy book or movie. You might, for instance, like the idea of running your favorite police program as a fantasy game in which the player characters are members of the guard or some other peacekeeping organization. Or, perhaps you like political intrigue and find the idea of a game filled with visiting dignitaries, tense negotiations, and subtle betrayals to be interesting. There's a lot of room for different genres to fit within a fantasy milieu, so find something that gets your creative juices flowing and talk to your friends about building a game around it.

TAKE IT TO THE TABLETOP

Running a roleplaying game is all about finding good ideas, adapting them to your game, and having fun with your friends. Don't ever feel like you're "doing it wrong" when you come up with a good idea based off something else that already exists. Honestly, that's what most game designers and writers have been doing for years.

Look through your collections of books, movies, comics, and television shows to find something that inspires you and run with it. If you're excited and enthusiastic about the game you're running, then your friends will be, too. Having fun is contagious, so do your best to make your games as fun as possible—no one will care if the plot sounds similar to some book or movie. Chances are they'll be having too much of a good time to even notice!

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Jon Leitheusser is a writer, editor, and game developer. He published the Dork Tower comic book, was the HeroClix game designer for years, was a content designer for Champions Online and Neverwinter, has been the Mutants & Masterminds game developer for Green Ronin since 2008, and freelances for a number of different companies. He cut his gaming teeth on Advanced Dungeons & Dragons and still games twice a week with his friends online or in person. He lives in Renton, Washington with his wife and a mean cat.



LOST IN R'LYEH CARD GAME (ATG 1370)

From Atlas Games, reviewed by Eric Steiger and Rob Herman



10 & Up



2 - 6 Players



45 Minutes



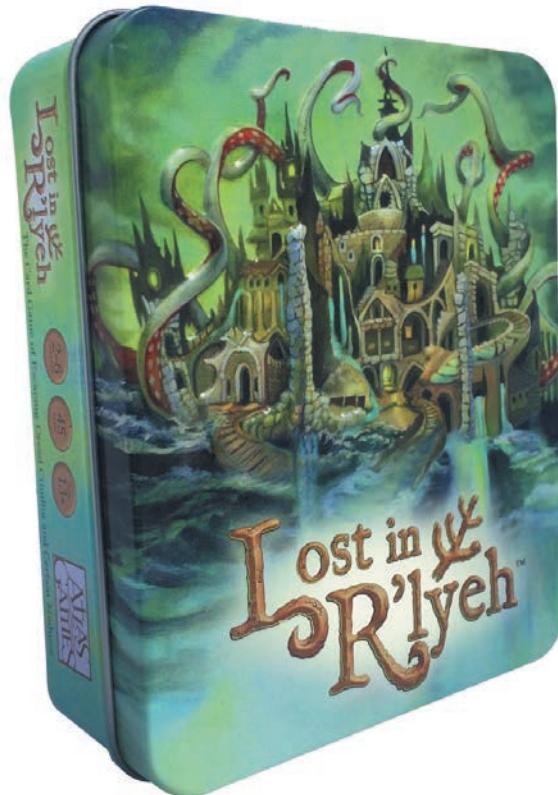
\$14.95

This game will drive you to madness, and that is only right and proper. *Lost in R'lyeh* is a 2-6 player card game in which your goal is not to "win" (nobody wins against Cthulhu), but simply not to be the last person out of R'lyeh, and hence trapped there forever.

You begin the game with five random cards dealt to you face up; these are your Escape cards, and will be the last cards you play in the game as you try to escape R'lyeh. You add one card from your play hand secretly to them, face down: your "Ultimate Escape" card, which will be the very last card you play.

Play consists of each player playing a card or cards from their hand onto the stack in the middle of the table. Cards are either Horrors, with a value from 1-10, or Events, with no value. You can always play an Event for its printed ability. When you play a Horror, you must always play one with a value equal to or greater than the top Horror on the stack, and there are two twists: first, you can play multiple copies of the same Horror, and second, if you are playing a duplicate of the top Horror(s) on the stack, you may count those Horrors as if you played them. Why would you care about playing duplicates? Because the more you play of a Horror at once, the more powerful an ability it has – changing the turn order, forcing your opponents to take cards, clearing the stack, or otherwise helping to set up your escape. After you play cards, you draw from the deck back up to your maximum hand size (which depends on the number of players). If you were unable or unwilling to play any cards, you have to take the entire stack of played cards and add it to your hand. But, sometimes, you might want to do this to give you better options next turn.

Once the deck and your hand of cards are empty, your escapes begin. You may play one of your face up Escape cards on your turn, still following the normal rules for play, but only that one card. If you are later given the stack to put in your hand, you must finish playing through that hand before you can go back to your Escape cards. Finally, once it is the last card left, you may play your Ultimate Escape to leave the game. The last player left to have not played their Ultimate Escape is considered the loser and trapped in R'lyeh forever.



Don't be misled! You would assume, from reading the rules, that your goal is simply to empty your hand as quickly as possible so that you can empty the deck and start escaping. But because the deck empties for everybody at the same time, you don't gain anything on the other players by burning through cards faster than them. Instead, everything from the first half of the game before you start escaping is really about setting your opponents up to have handfuls of useless cards when the deck finally empties. But the game doesn't really tell you that, and it's not inherently obvious as part of play; you have to discover it for yourself, and the gameplay feels very arbitrary and random until you do. Additionally, some players may be turned off by the "no winner, only a loser" aspect of the game; as long as you are not in last place, you have "won" by escaping R'lyeh.

The Cthulhu theme isn't quite as pervasive and natural as it is in a longer, moodier game like *Arkham Horror*, but the playing time is also only 45-minutes. The art is very good, and the cards are Atlas Games's typical high quality. If you like the hand-emptying aspect of something like *Uno*, but want a little more strategy and less randomness, then *Lost in R'lyeh* will be perfect for you. While it isn't an overly tactical game, there are ample opportunities to tank your opponents' chances at escaping the maddening realm of R'lyeh. If you are a collector of Cthulhiana, or just light card games that are easy to pick up and play, then you might very well find yourself *Lost in R'lyeh*.

•••

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ISLEBOUND (PSI RVMO 12)

From Red Raven Games, reviewed by John Kaufeld



13 & up



2 - 4 Players



90 Minutes



\$49.99

Hop aboard your trusty ship to find adventure and fame in *Islebound*, the latest title from Red Raven Games.

Set in the same universe as their popular *Above and Below* game, *Islebound* casts players as wise and wily rulers of island cities in an archipelago. Your goal is to gain the most renown by assembling an impressive capital city and bragging about your accomplishments. (Really — the cards actually say “brag.” It’s delightful!)

You do that by trading, conquering, and allying with the various island cities. Each city boasts a unique specialty such as adding crew to your ship, giving you resources, increasing your knowledge, or improving your combat capabilities. To win the game, you must carefully plan your island visits, maintain a steady supply of gold, and watch for buildings that give your strategy an edge.

Let’s sail into five things you need to know about the game.

A BOARD DESIGNED FOR REPLAYABILITY

The game’s archipelago map uses four large main tiles and four smaller home port tiles to form its map. The tiles are double-sided, making two distinct maps which the game refers to as the “standard” and “advanced” versions.

Learn the game on the standard side. Get a couple of plays under your belt so you feel comfortable with the mechanics and strategies, then switch to the advanced side for a new challenge. Some of the cities are the same on both sides of the board, but others get tweaks in their abilities or strength.

Don’t mix the standard and advanced sides — use them as two distinct boards. Because you shuffle the four main tiles before building the board and then randomly add the four home ports, the game gives you plenty of new challenges every time you play.

NO DIRECT PLAYER VS. PLAYER ACTION

Islebound is a classic example of an “indirect competition” game. Winning the game hinges on you making the best decisions possible, not on how much pain and agony you can inflict on the other players.

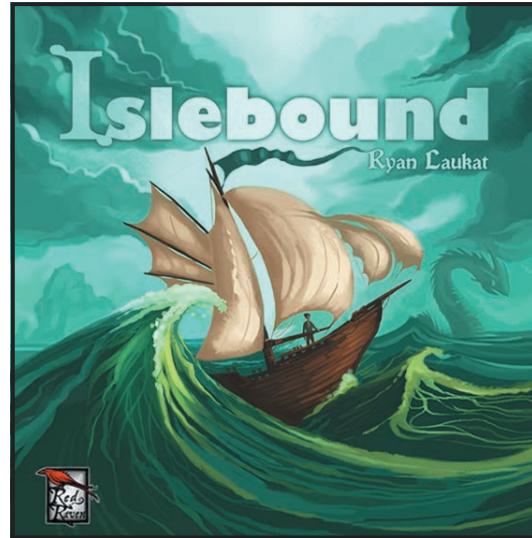
Your ship can’t directly attack your opponent’s ship. (Granted, there’s an optional rule for that, but just ignore it.) You can attack your opponent’s islands, but they’re harder to beat and don’t give you as much in spoils (loot) if you win. And even if you do conquer the island, your opponent can still use it by paying the normal fee printed on the board. Most of the time, fighting another player simply costs too much.

DIPLOMACY OR COMBAT? YES!

Speaking of capturing islands, you can do that either through raw military might or clever diplomacy. Each island’s information pane on the board has either a red flag, blue flag, or both flags hanging from it. You use military might to conquer islands with red flags; blue flags require diplomacy.

To fight, you must collect pirate cards and sea serpent cards, then spend them in the attack. Each card has two dice printed on it. Roll the printed die value or higher to gain a certain combat value. Add up the values from all cards, then compare it to the number on the red flag. If it’s equal to or greater than the number, you win.

Diplomacy, on the other hand, requires influence. (This is different than renown, which you use to win the game.) You gain influence by completing events around the board and adding your markers to the influence track at the bottom of the renown board.



Although it’s not clear in the rules, only one player cube can sit on each influence track space. That means cubes from all of the players will mix and mingle across the influence track, like a scrambled rainbow of colors. That mechanic puts some interesting tension into the game. Do you spend your influence now or wait? And which influence cubes should you spend from the track, because that opens those positions to your opponents? Ah, decisions, decisions.

BUILDING COMBINATIONS

Whatever your strategic focus, watch for buildings that both work together and support what your strategy is trying to accomplish. Some buildings make a perfect match; others, not so much. If you select the right combinations, your building benefits stack on each other.

For example, if you mainly attack islands using combat, you’ll want buildings such as the School of War (free pirate when you gain books), the Mercenary Guild (free pirate when you buy a building), the Monster Trainers (free sea serpent when visiting your home port), and the Blacksmith Shop (automatically re-roll one combat die).

IT’S ALSO A MINI-EXPANSION

Red Raven set *Islebound* in the same world as the *Above and Below* game, but then they took the connection one step further by making all of the crew cards into usable *Above and Below* characters. Each crew card is double-sided. The icons for *Islebound* are on the face; the *Above and Below* values appear on the back.

The *Islebound* instructions devote a whole page to the details of using your crew cards with *Above and Below*. Basically, you set up the game using the normal villagers, then introduce your crew cards as replacements when the villagers are recruited.

VERDICT

With high replayability, plenty of ways to win, and a modular board aimed at making each run through the game unique, *Islebound* will give you many plays and nights of strategic fun for two to four players. Highly recommended!

•••

John Kaufeld often frets over whether the word “meeple” has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).



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VIKINGS ON BOARD (BOG 04300)

From Blue Orange Games, reviewed by Rebecca Kaufeld



8 & Up



2 - 4 Players



30 - 60 Minutes



\$40.00

Ach, Vikings! Burly, terror-inducing men and women, dedicated to raiding villages, plundering small towns, stealing supplies, and generally harassing the next-door neighbors. History rarely remembers Vikings as crafty and cunning, but they weren't always so vicious. After all, there's a lot of trouble to get into in the fjords: switching around control of the ships, collecting bet money, influencing the market - there's plenty to keep a young Viking busy right here at home!

MASTER THE SHIPS

Ah, the pride of the seas. Those Viking ships saw many wars, faced countless enemies, and only sank a few times under pressure. In *Vikings On Board*, ship construction becomes an art form as players swap out individual pieces and customize ships to their own advantage. However, keeping them customized is harder than one would think...

The ships arrive pre-built and ready to sail. Instead of being one unit, they're split into three kinds of pieces: the bow, body, and stern. By arranging the pieces together in the fjord (the water closest to the harbor), players build all kinds of seaworthy vessels — tiny boats, enormous ships, and everything in-between. The trick is making sure that the target vessel has the most of a player's color.

All of the bows and stern pieces are identical (because how else would people recognize a Viking ship?). The bodies each have a number of shields identified by a player's color. Each player has a set of six mid-sections to build with: (2) with one shield, (2) with two, and (2) with three shields. By using their turns wisely, players work to rebuild the ships and attempt to sneak more of their own shields on board before sailing.

It would be a lot easier if every other player wasn't doing the same thing.

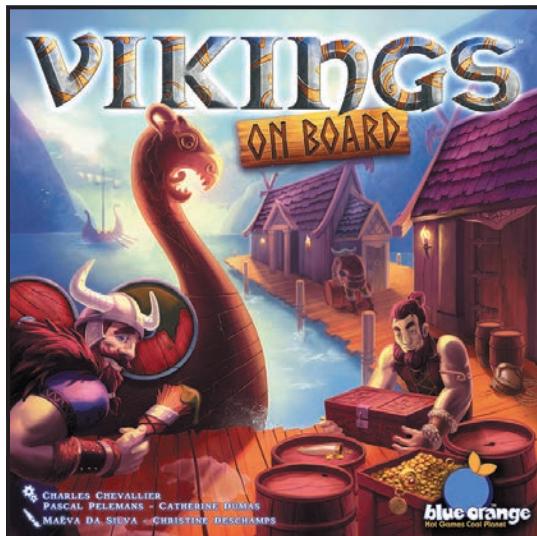
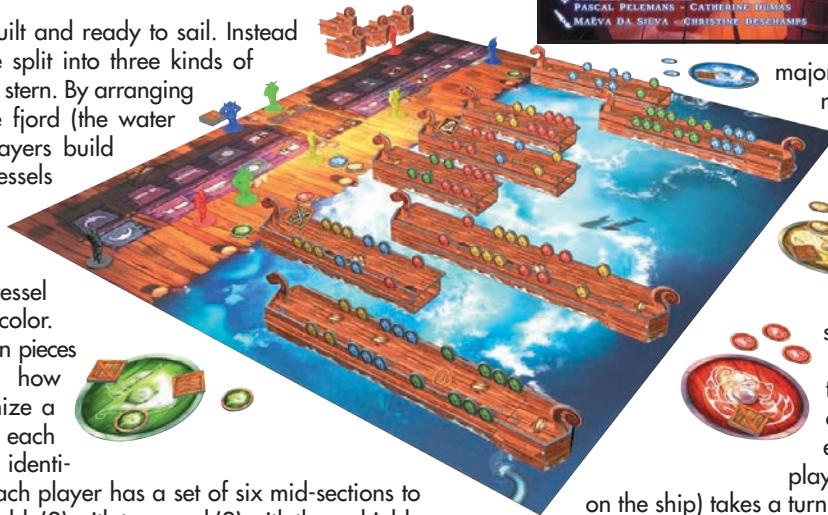
WIN SOME RICHES

However, fighting over ships isn't the only way to win points. Players can also use betting chips to vote on who will control a ship when it leaves. The chips are valued 1-4, represented by four individual chips in a player's color. Only by winning the bet can a player take the extra points.

For example: Green is strongly represented on one of the vessels. Red bets that Green will win, and places their '2' chip in front of the boat. None of the other players can bet on Green's success, and if the ship sails with a majority of green shields, Red's '2' chip becomes a part of her final score. However, if the tide turns, and Yellow guides the ship when it sails, Red's betting marker can be moved to another ship, and the betting process starts all over again.

DON'T FORGET SUPPLIES

The final actions available each turn control the Marketplace, and all supplies found therein: grain, metal, and extra hides. While the



majority of activity revolves around rearranging mid-sections and taking control of ships, players can earn bonus points by scoring loaded goods on their vessels. To the winners go the spoils, and it's no different with Vikings.

When a ship sails, several things happen. First, players identify who controls the vessel based on the number of shields of each color. Then, each controlling clan (that is, the

player who has colors represented on the ship) takes a turn choosing a supply token. While there is no benefit to collecting metal vs grain, there is an action that boosts the price of a particular good. This may encourage players to collect a particular kind of supplies, as they will score the highest price at the end of the game.

GET ON BOARD

So although Vikings carry a villainous reputation of treachery and violence, they actually spent a majority of time causing trouble at home. Swapping shields on ships, garnering goods, and betting a boatload of money can take up a majority of time in anyone's homestead. With *Vikings On Board*, players experience the life of a Viking at home, and can try their hand at the sneakiness necessary to rule the seas. Do you have what it takes to join the clan?

•••

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



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KOSMOS



8 & Up



2 - 5 Players



Less Than 60 Minutes



\$37.00

ISLE OF SKYE (MFG 3509)

From Mayfair Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"

Has Mayfair ever made a bad game? Well, if they have, we haven't come across one yet. Two things we can always count on when buying a Mayfair game is 1) we are going to have fun, and 2) when punching out pieces they are the BEST quality – never tear or snag – very well crafted. *Isle of Skye* attests to our two points and we think you'll really like it, too.

WAS THIS GAME EASY TO LEARN?

To be fair, when we first opened up the game and saw all the landscape tiles, we thought, "Hey, this is going to be like *Carcassonne*." *Isle of Skye* has some of those qualities, and is still easy to learn, even though it is a much different game. Six pages of rules with numerous illustrations took us all of five-minutes to figure out.

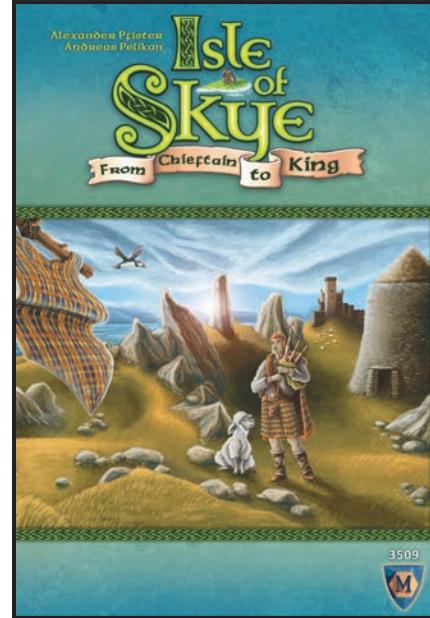
HOW IS IT PLAYED?

Each player represents a different clan fighting for control of the Isle of Skye, and begins with a player screen showing the name of their clan, a scoring token in the same color, a discard tile, and a landscape starter tile in their color. The landscape tile is their castle. In this game, each player is building their own territory – your tiles never combine with any other player's tiles. So, make sure you have enough room in front of you to build your landscape.

The small game board, placed off to the side, is used for tracking scores (scoring tokens are placed on zero to start), and for keeping track of rounds. There are six rounds to every game. Then comes a really cool feature: There are four spots on the board to put four "scoring tiles." From a total of 16 tiles, you randomly choose four and place them face up on the spots marked A-D. Each tile shows what you need to score points during a round. For example, in one of our games we had a tile that said, "You receive 2 VP for each cattle that is connected to your castle via roads." In another game, "You receive 3 VP for each vertical line of at least 3 contiguous land tiles in your territory." Which means the game can be totally different each time you play! You have to figure out what is important to do with your tiles to get the most VP at the end of each round. Each round, the space shows which scoring tiles apply – so, for example, in Round 1 we are looking to meet the "A" scoring tile needs, but in Round 3 we are looking to meet the "A, C & D" scoring tile requirements.

Last, there is money in denominations of \$1, \$2, \$5, and \$10 to use throughout the game, and 73 landscape tiles shuffled in a bag prior to starting. Youngest player goes first – and is given a starting player token which is passed after each round. With two players it was not needed as much, but we used it. Here is what a round consists of:

1. Each player receives income - \$5 for the castle. Everyone gets that starting in round 1; in future rounds you receive that, plus \$1 for each tile with barrels of whiskey that are connected by a road to your castle. Then, starting with round 3, each player gets additional gold for any players whose scoring tokens are ahead of you on the score track. So, you may be behind, but all that gold can help later!
2. Each player draws three landscape tiles from the bag and places them in front of their player screen. Behind the screen, you then



decide which of the tiles to discard and place your discard token there, and then place a cost of each tile for the other two.

3. Everyone reveals how they priced their tiles, and the tiles marked for discarding go back into the bag.
4. Starting with player one, each player then can buy another players' tile. If anyone has any tiles left afterward, they have to place that money in the bank and purchase it for themselves. With two players, this happened each time since we could only buy one of each other's first and had to keep the second. So, some strategy here is to put a high cost on the one you would rather keep if it gets you more points later by doing so.
5. Place your landscape tiles on your territory, keeping in mind which scoring tiles are "active" and how you can achieve those goals for VP.
6. At the end of the round, each player is scored based on the requirements of the scoring tile(s) that round.

Very easy! When your sixth round is over there is some final scoring to do:

1. Some of the landscape tiles have a scroll on them to give you extra VP. For example, one of my tiles had a (1/two sheep) indicator which means I gained 1 VP for every two sheep on my territory
2. Last, if you have any money left, you receive 1 VP for every 5 gold

Whoever has the most VP wins! Philip won BOTH games we played... Hmph! Jane still had a good time, though!

HOW WAS THE TIMING OF THE GAME?

This is a quick game for two people – took us less than 30-minutes each time we played. You can play with up to five, so we assume the rounds would be longer with more players, but it would still be less than an hour for a full group.

If you are looking for more game reviews for two players, subscribe to our show on You Tube – Table for Two Show – you can also find us on Facebook under "Table for Two Show" and @tablefortwoshow on Twitter!

•••

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



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SKYBOUND

mantic

MUTANT CHRONICLES RPG: CORE RULES HARDCOVER (IMP MUH050001)

From Modiphius Entertainment, reviewed by Thomas Riccardi



12 & Up



2 & Up



30 - 90 Minutes



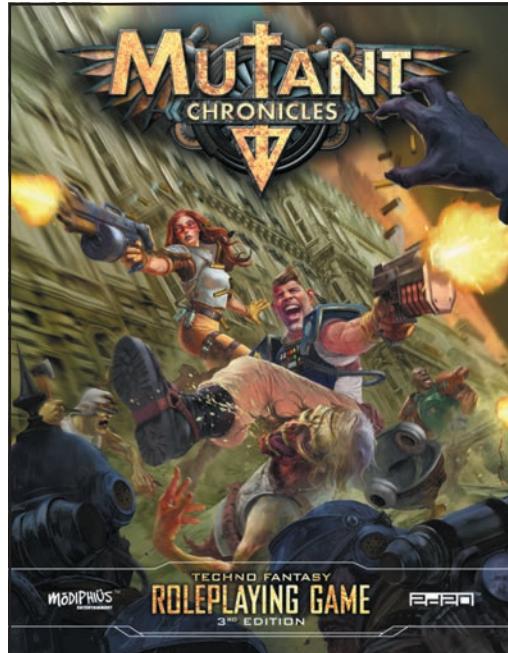
\$61.99

The solar system has been ravaged by an onslaught of death and war that seems to devour everything in its path. The inner worlds have been wiped clean of any life and the dark forces are looking to expand ever outward. These heretics have only one goal: to destroy all of mankind! Do you have what it takes to stand up to this latest threat, or will you be one of the unlucky few that will be swept up in this annihilation? This is the setting of the roleplaying game from Modiphius based off the ever-popular miniatures wargame, *Mutant Chronicles*!

At a glance, you'll notice that *Mutant Chronicles* is unlike most of the other RPG's on the market today. Unlike other games where you simply roll up stats and you're done in minutes, it boasts a comprehensive character creation system, where you are creating a character with a detailed history and backstory. All the stats that a character has to start out with is five, but as the character progresses through his/her life path it might add or take away points from those attributes. You will also be able to play in one of the iconic factions that make up the *Mutant Chronicles* universe. Will you be part of the Imperials? Or maybe the noble Mishima? All these as well as the Brotherhood, Cartel and Whitestar are included in this massive tome.

The rules system for *Mutant Chronicles* is based off a 2d20 system to keep the game fast-paced and action-packed. Instead of having varying mechanics that can be used for different portions of the game, this system is streamlined across the board. This is done by the GM assigning a rating to the tasks at hand and players attempting to roll that number or less to succeed at any given task. You will be using this for not only skill resolution and combat, but for vehicles and starships as well. Imagine having your characters in an armored security van rushing through the city as you try to take down the heretics and their insidious plans? This and more can be resolved with this system and it makes the game easier to learn and more fun to play. The only other dice this game utilizes is a d6, which is used to gauge the amount of corruption that a character has been inflicted with, and Dark Symmetry dice, which are used for perilous or traumatic situations as well as to gauge the corruption that the characters may endure.

The bulk of this core book is dedicated to the *Mutant Chronicles* universe and gives players an in-depth look at a world that was only previously hinted at. All of the major corporations are covered — from its history and how it was founded, to what the company believes in and how it is organized. Each corporation details not only tactics, but how business is employed. Also covered in great detail are the weapons and



equipment that are used by each corporation, grouped into various categories for ease of use. From the .74 M13 'Bolter' pistol to the Sanctus AC-19 'Volcano' assault rifle, each of these arms is displayed in glorious detail. But, also covered are the Dark Legion, which is the twisted creatures that have had their souls corrupted making them into horrific monsters. There are a few different legions that will cause your players madness (and even death!) ranging from undead

legionnaires to inhuman razide. There is even a section dedicated to helping the GM run a campaign in this universe by selecting a style of game to run and setting the scenes for the players.

If you're wondering if this system is for you, but simply cannot afford the core rulebook, you can simply pick up the player's guide. What the player's guide contains is the complete character creation system that is introduced in the core rules. But, it also features an introduction to the 2d20 system, which covers combat, weapon, and armor tables to get your character ready for action and an overview of the *Mutant Chronicles* universe. This is an amazingly informative book that comes at an introductory price!

With a fast-paced system, detailed character creation, and in-depth information on the corporations, as well as the events plaguing the galaxy, *Mutant Chronicles* is an RPG you need to check out. For more information on this and other games head over to www.modiphius.net and get ready to fight against the forces of the Dark Legion.

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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